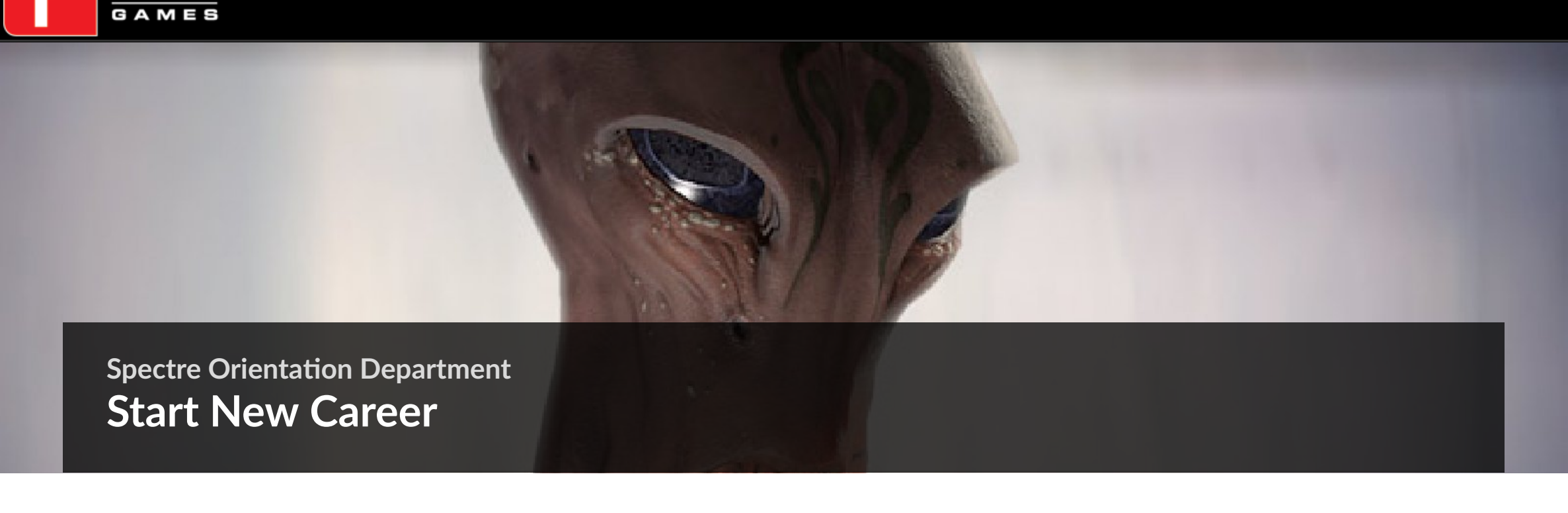
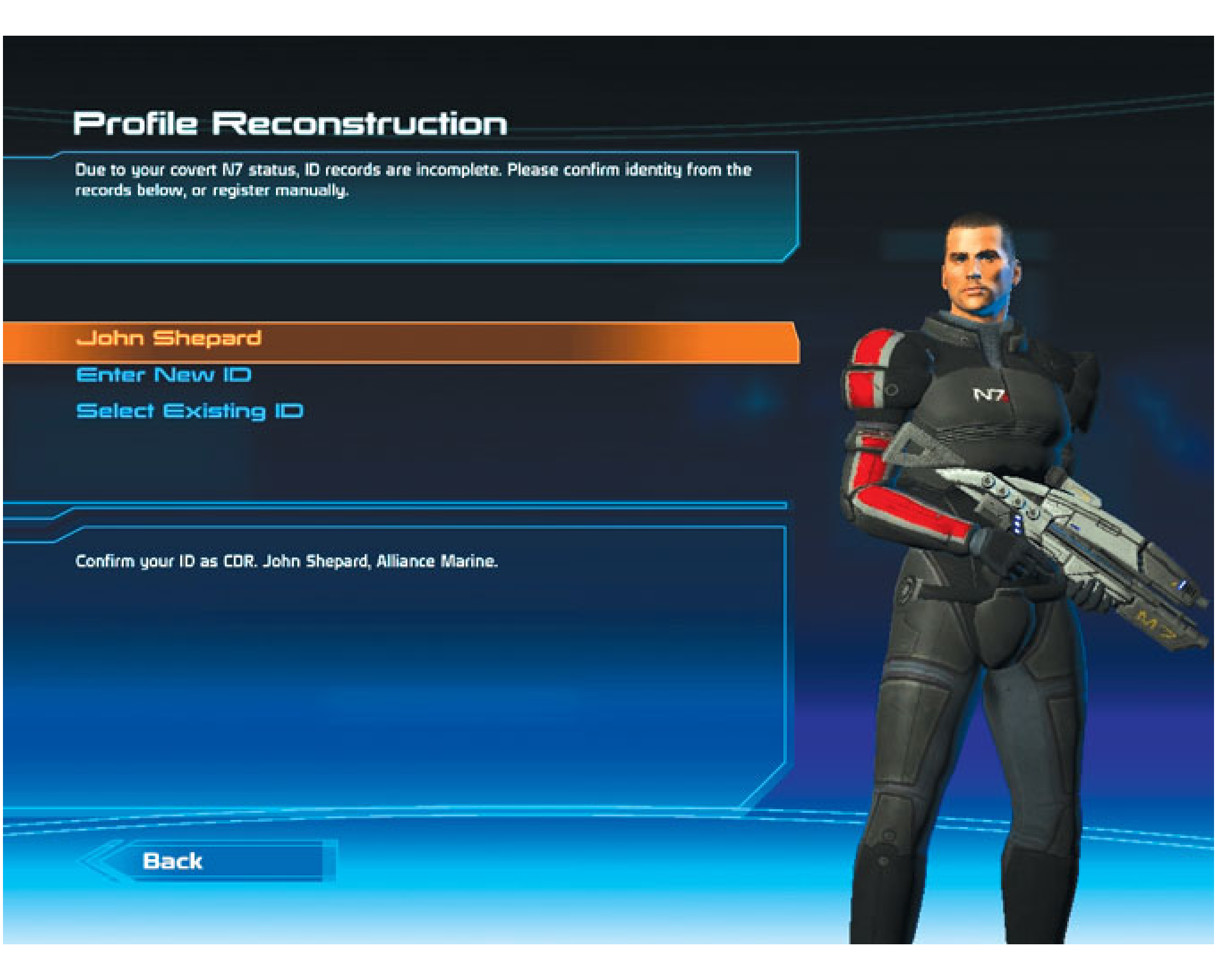


Spectre Orientation Department

Start New Career

Use the Alliance Military Personnel Database to customize your character before beginning a galaxy spanning career. The following sections outline the profile creation process.

Profile Reconstruction



Due to your covert N7 status, ID records are incomplete. Please confirm identity from the records below, or register manually.

Confirm your ID as CDR. John Shepard, Alliance Marine.

You've got two choices right away: play as John Shepard or enter a new ID using the Xbox virtual keyboard. You can only change the agent's first name; all agents created will share the last name Shepard for story purposes. If you chose the default settings, your agent is:

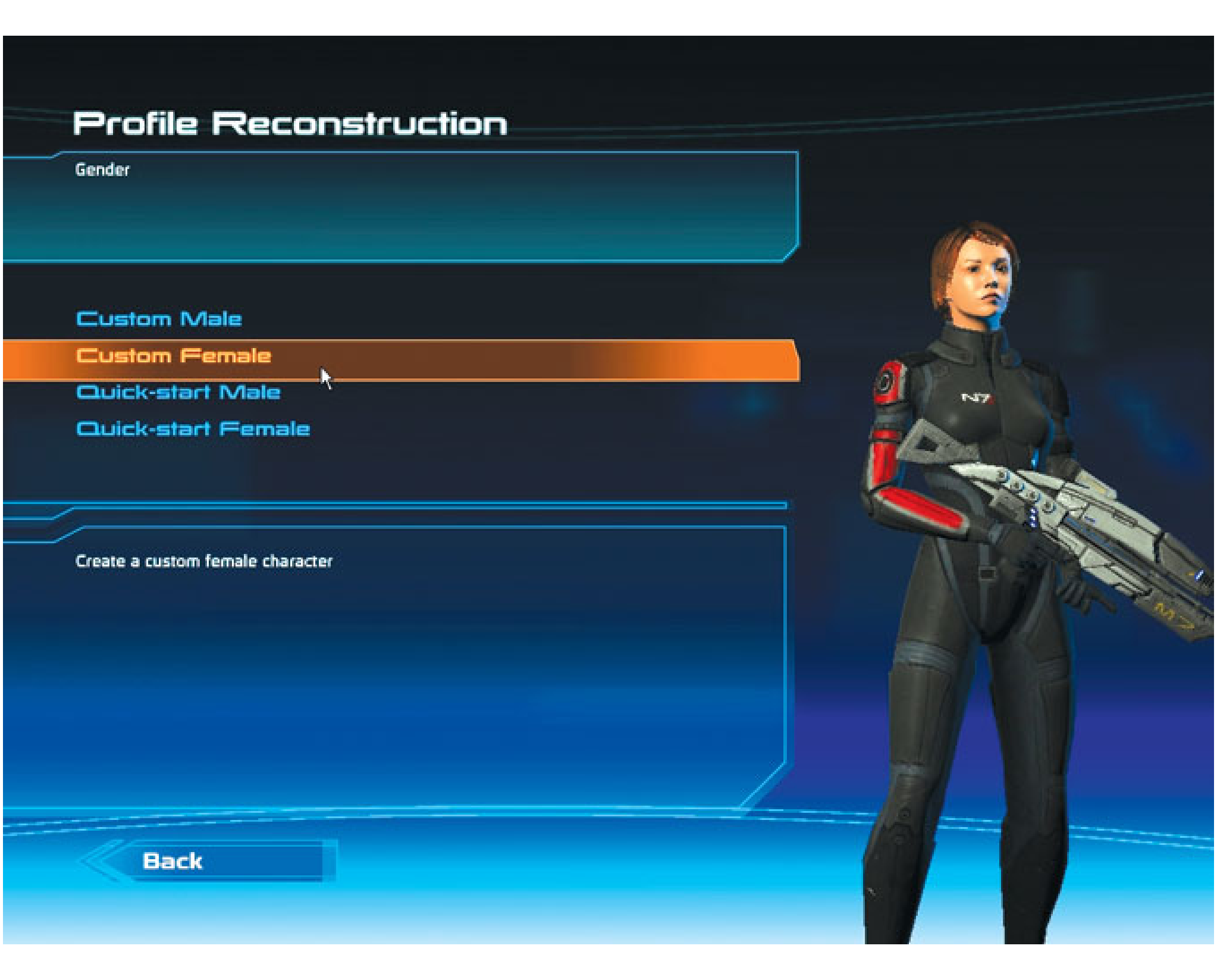
Name: John Shepard
Origin: Earthborn
Reputation: Sole Survivor
Class: Soldier

If you choose to proceed with the above settings, you will give up the opportunity to customize your agent for this career. Should you choose to make a custom agent, the following sections open up for you.

Note

When you've completed at least one career, a third option unlocks on the reconstruction menu. "Select Existing ID" enables you to play through the game again with your established agent and work toward level 60 with all your equipment and skill levels intact!

Gender



Create a custom female character

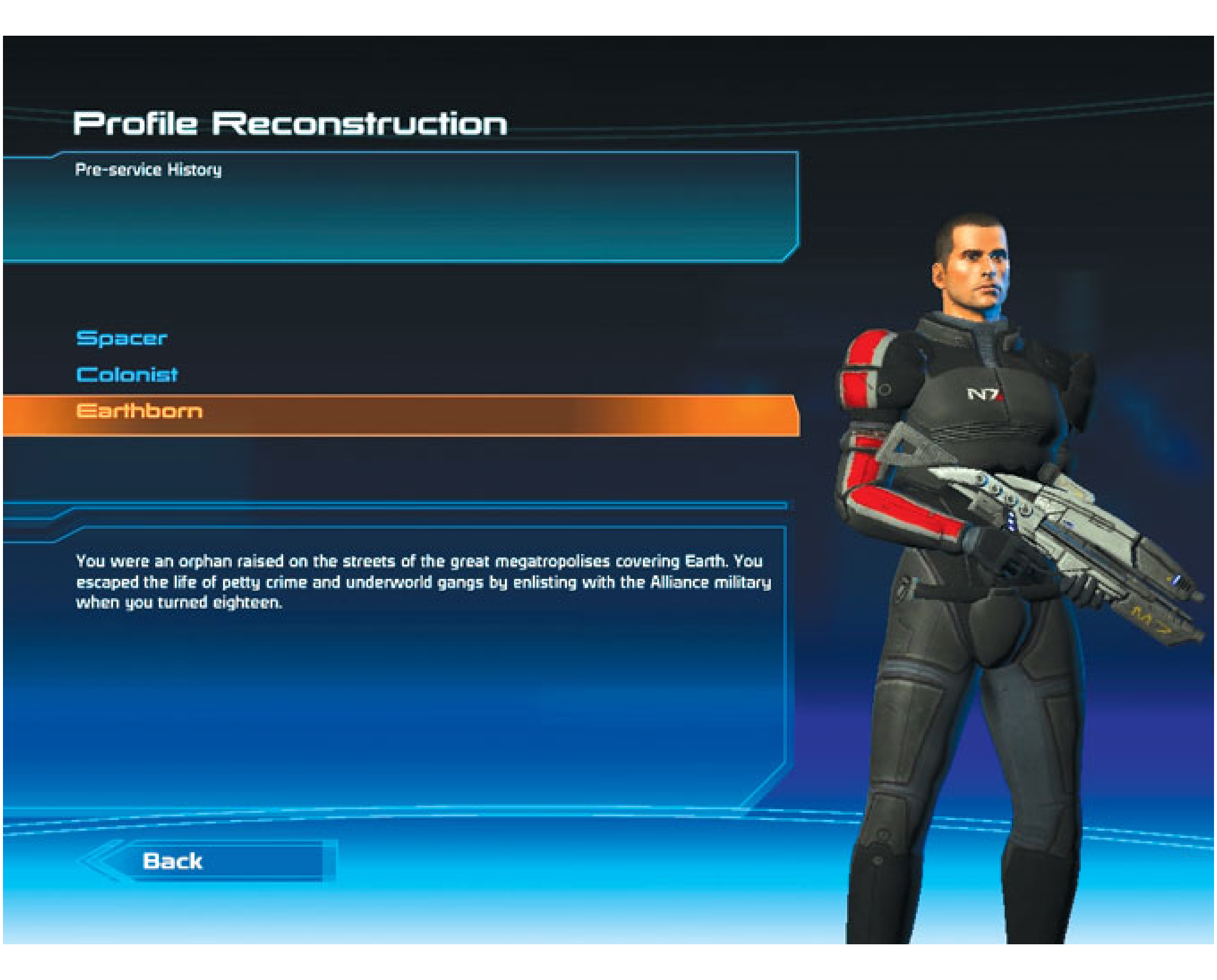
In the Gender screen, you've got four options:

Custom Male
Custom Female
Quick-start Male
Quick-start Female

The two custom characters are the only ones that have editable features. If you want to change everything about your character's appearance, choose one of those two. The Quick-start characters offer little customization.

Choose Custom Male or Custom Female to access the next section of character customization.

Pre-Service History



You were an orphan raised on the streets of the great megatropolises covering Earth. You escaped the life of petty crime and underworld gangs by enlisting with the Alliance military when you turned eighteen.

The table below shows the three Pre-Service Histories to choose from as part of your agent's background.

This is not just text you'll never see again, however; your choices here affect the storyline by accessing exclusive assignments (side quests) and Shepard's dialogues with various NPCs during the career.

Tip

Pre-Service History Morality Bonuses

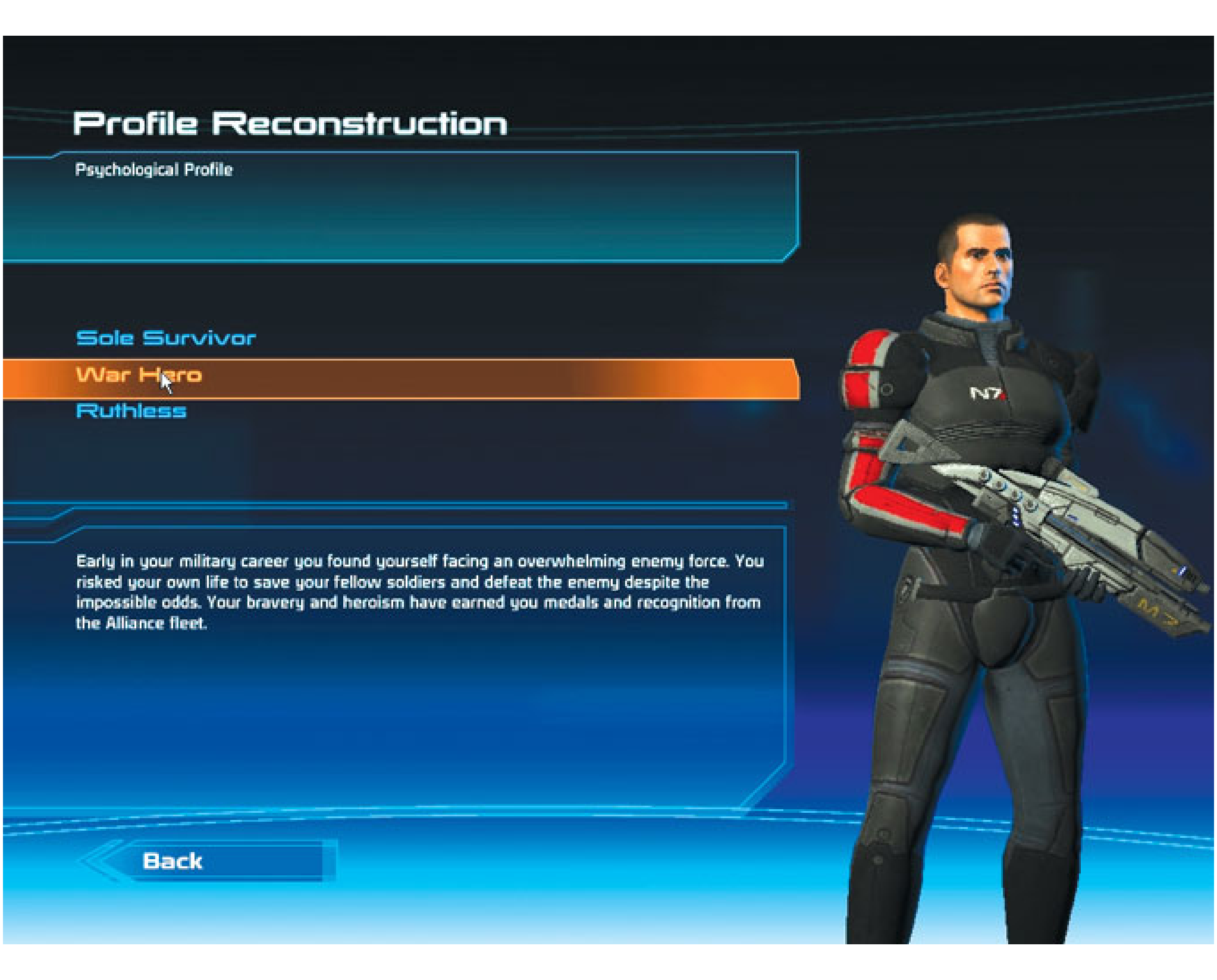
Your history selection during character creation gives you a morality system bonus to either category, as follows:

Earthborn grants a Renegade point bonus.
Spacer grants a Paragon point bonus.
Colonist grants part Paragon, part Renegade point bonus.

Pre-Service History Summary

Title	Associated History
Spacer	Both of your parents were in the Alliance military. Your childhood was spent on ships and stations as they transferred from posting to posting, never staying in one location for more than a few years. Following in your parents' footsteps, you enlisted at the age of 18.
Colonist	You were born and raised on Mindoir, a small border colony in the Attican Traverse. When you were 16, slavers raided Mindoir and slaughtered your family and friends. You were saved by a passing Alliance patrol, and you enlisted with the military a few years later.
Earthborn	You were an orphan raised on the streets of the great megatropolises covering earth. You escaped a life of petty crime and underworld gangs by enlisting with the Alliance military when you turned 18.

Psychological Profile



Early in your military career you found yourself facing an overwhelming enemy force. You risked your own life to save your fellow soldiers and defeat the enemy despite the impossible odds. Your bravery and heroism have earned you medals and recognition from the Alliance fleet.

The psych profile makes up the second part of your agent's background. Your choice affects dialogue during the story and assignments made available at certain points of your career. Your background choices directly affect your desired style of play.

Tip

Psychological Profile Morality Bonuses

As seen in Pre-Service History, your agent's profile affects morality points bonuses too, as outlined below:

Ruthless grants a Renegade point bonus.
War Hero grants a Paragon point bonus.
Sole Survivor grants part Paragon, part Renegade point bonus.

Psychological Profile Summary

Title	Associated History
Sole Survivor	During your service, a mission you were on went horribly wrong. Trapped in an extreme survival situation, you had to overcome physical torments and psychological stresses that would have broken most people. You survived while all those around you fell, and now you alone are left to tell the tale.
War Hero	Early in your military career you found yourself facing an overwhelming enemy force. You risked your own life to save your fellow soldiers and defeat the enemy despite the impossible odds. Your bravery and heroism have earned you medals and recognition from the Alliance fleet.
Ruthless	Throughout your military career, you have held fast to one basic rule: Get the job done. You've been called cold, calculating, and brutal. Your reputation for ruthless efficiency makes your fellow soldiers wary of you. But when failure is not an option, the military always goes to you first.

Paragon Vs. Renegade Backgrounds

For a more comprehensive view of the morality system, see the morality section in this chapter. During character creation, you must be aware that there are ideal choices depending on whether you prefer to play a "good" Paragon, or a "bad" Renegade.

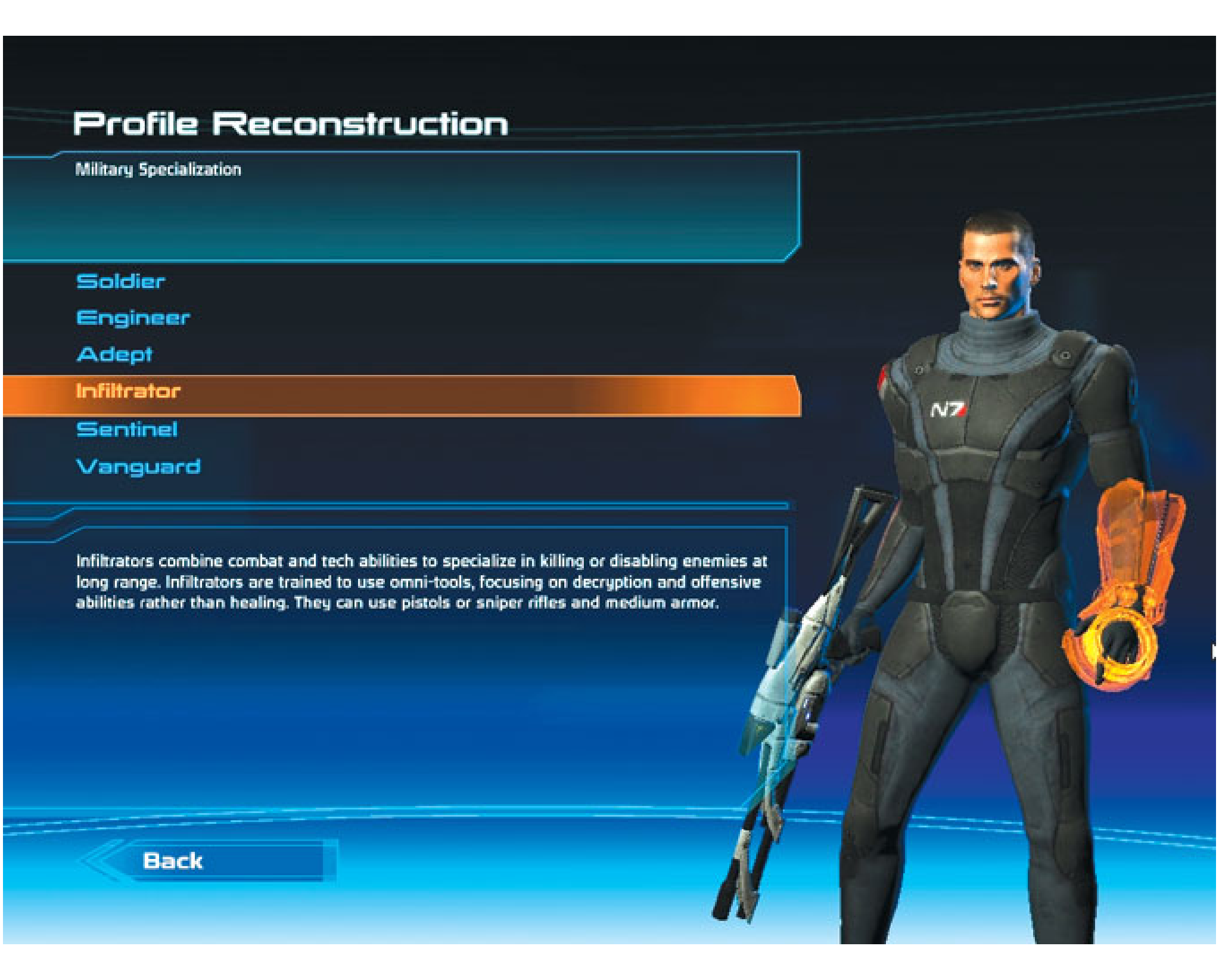
Use the combinations identified here to dictate your background selection and gain the best possible bonuses for your new character:

Paragon: A Spacer, War Hero gains the best Paragon point bonus.

Renegade: An Earthborn, Ruthless background yields the best Renegade point bonus.

Neutral Mix: Any other combination of Pre-Service History and Psychological Profile provides a neutral point bonus.

Military Specialization



Infiltrators combine combat and tech abilities to specialize in killing or disabling enemies at long range. Infiltrators are trained to use omni-tools, focusing on decryption and offensive abilities rather than healing. They can use pistols or sniper rifles and medium armor.

The choice of specialization for your agent is the single most important factor that will impact gameplay. Study the following summaries and think seriously about what style of play you're most interested in.

Military Specialization Ratings

Military Specialization	Combat Rating	Tech Rating	Biotic Rating
Soldier	Excellent	Poor	Poor
Engineer	Poor	Excellent	Poor
Adept	Poor	Poor	Excellent
Infiltrator	Good	Good	Poor
Sentinel	Poor	Good	Good
Vanguard	Good	Poor	Good

Note

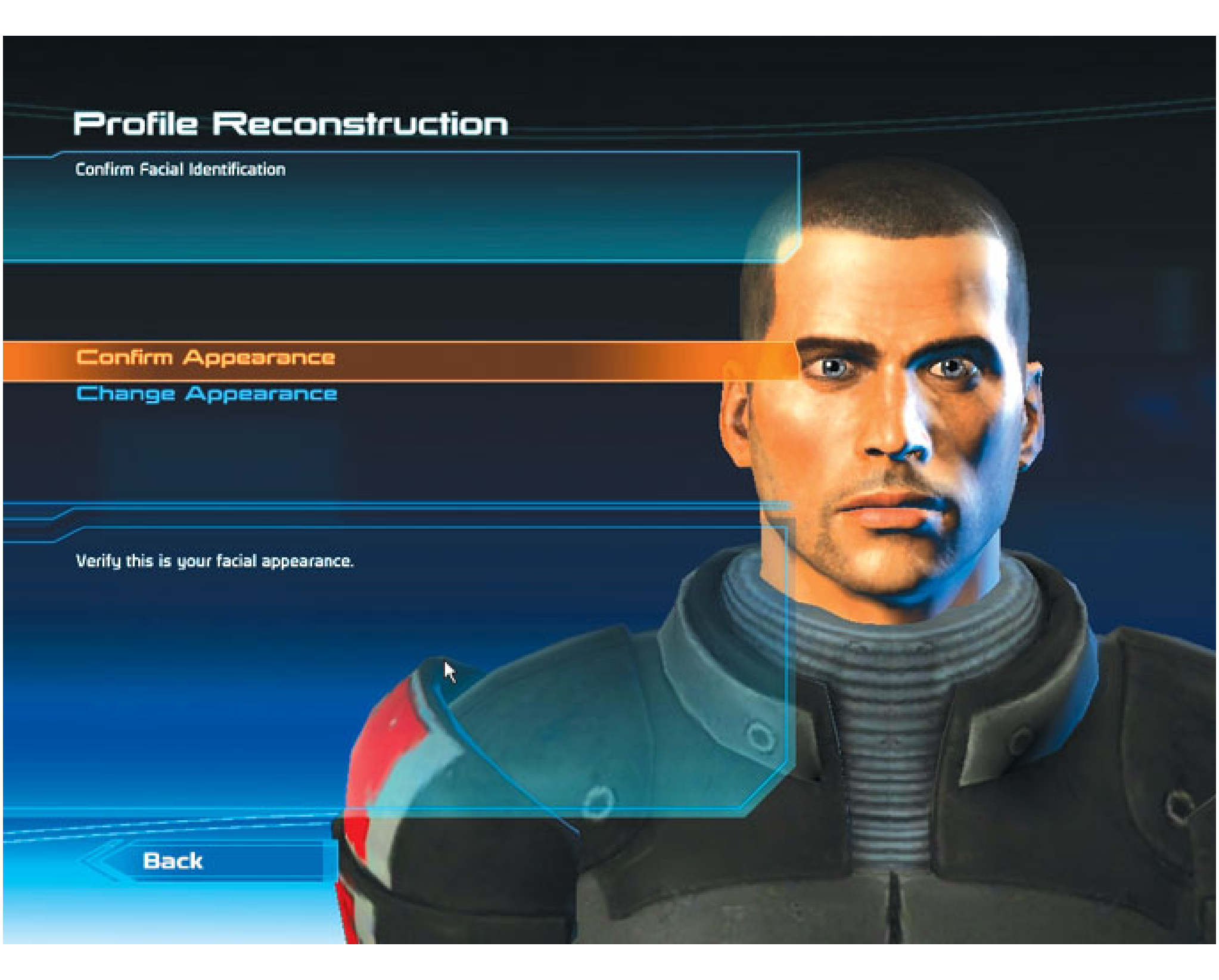
After your first time playing through Mass Effect, if you've completed any Talent-based achievements, you can select the associated and then unlocked bonus Talent when setting up new characters for your second playthrough.

This allows character classes who normally wouldn't have access to some Talents to gain access to extras that round out their class in various ways. For example, you could take an Engineer with poor combat skills and give him a Sniper Talent.

Tip

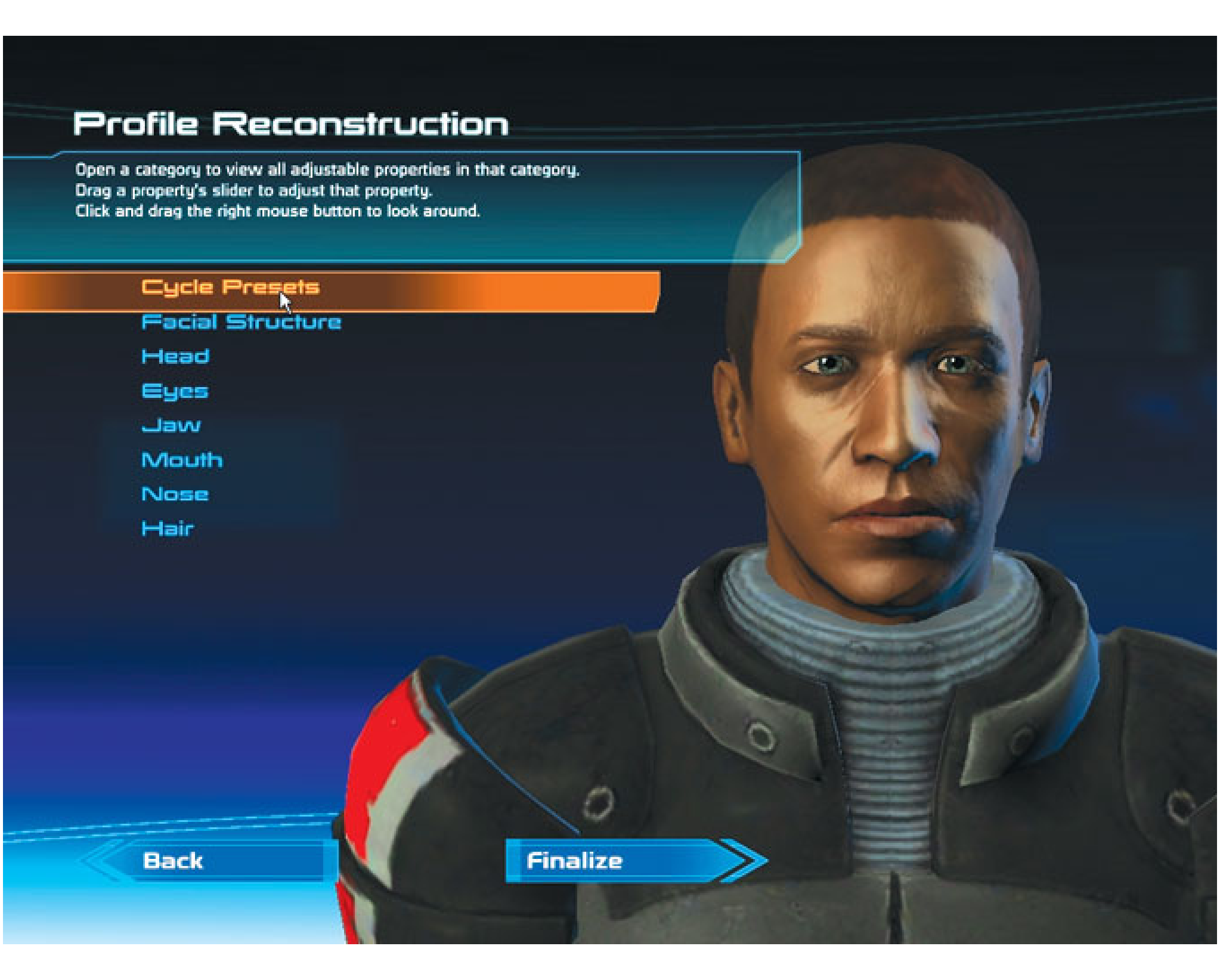
If the Military Specialization Summary table isn't enough information for you to make your character class decision, flip ahead to the comprehensive specialization sections that give you the full 411 on each of the six classes in Mass Effect.

Appearance



Verify this is your facial appearance.

The facial ID screen allows you to confirm or customize your agent's facial appearance. Use the default settings if you're happy with them, or select Change Appearance to get into the full facial remodeling screens.



Open a category to view all adjustable properties in that category.
Drag a property's slider to adjust that property.
Click and drag the right mouse button to look around.

Facial remodeling allows a high variety of agent appearances. With some work, you can create a fully customized character.

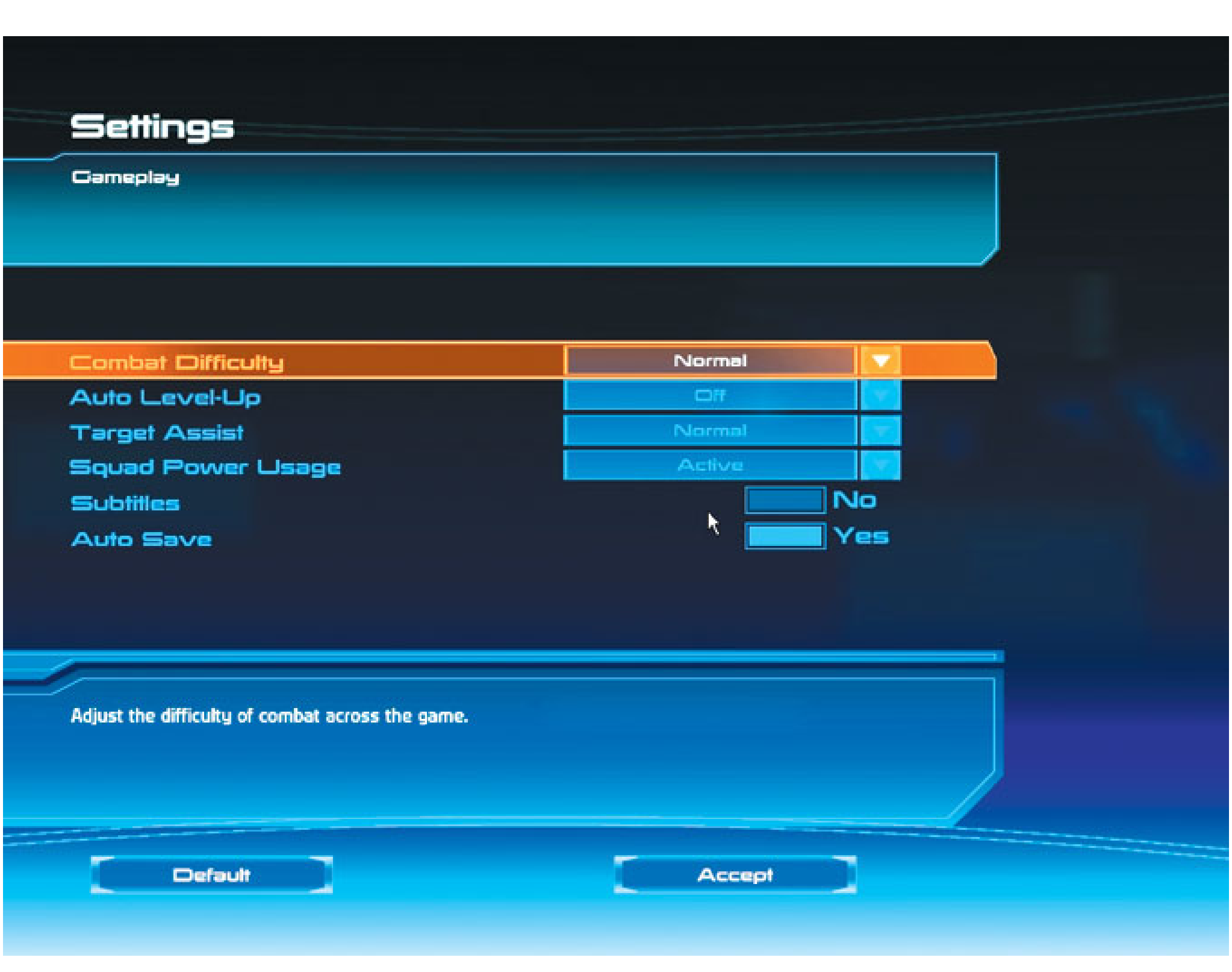
Select Cycle Presets to view the various random faces to use as a baseline to work with. Then enter each subsequent customization menu to adjust their associated parameters. Each of the following items has their own list of editable settings:

Facial Structure
Head
Eyes
Jaw
Mouth
Nose
Hair
Makeup (for female agents)

Note

Squad Only Points are automatically assigned to appropriate talents each time the squad gains a level. Points must be manually assigned using the Squad screen.

Options



Combat Difficulty: Normal
Auto Level-Up: Off
Target Assist: Normal
Squad Power Usage: Active
Subtitles: No
Auto Save: Yes

Adjust the difficulty of combat across the game.

After you've confirmed your agent's appearance, the Career Options menu displays the variable settings that can dramatically affect gameplay. You can choose among various aspects that can otherwise be fully automated.

Make choices depending on how immersed in the game you want to be. Our recommended settings appear in bold font in the following table:

Career Options

Casual:

All enemies scale more slowly than the player. The player and henchmen also take half damage

Enemy	Scale
Minion	10% of player level
Elite	20% of player level
Sub-Boss	30% of player level, +1 additional level
Boss	40% of player level, + 2 additional levels

Normal:

Only Bosses scale as quickly as the player.

Enemy	Scale
Minion	33% of player level
Elite	50% of player level, +1 additional level
Sub-Boss	75% of player level, +2 additional levels
Boss	Player level, +4 additional levels

Veteran:

Bosses and Sub-Bosses scale as quickly as the player.

Enemy	Scale
Minion	50% of player level
Elite	75% of player level, +2 additional levels
Sub-Boss	Player level, +2 additional levels
Boss	Player level, +6 additional levels

Hardcore:

Only Minions scale more slowly than the player.

Enemy	Scale
Minion	75% of player level, +2 additional levels
Elite	Player level, +2 additional levels
Sub-Boss	Player level, +6 additional levels
Boss	Player level, +10 additional levels

Insane:

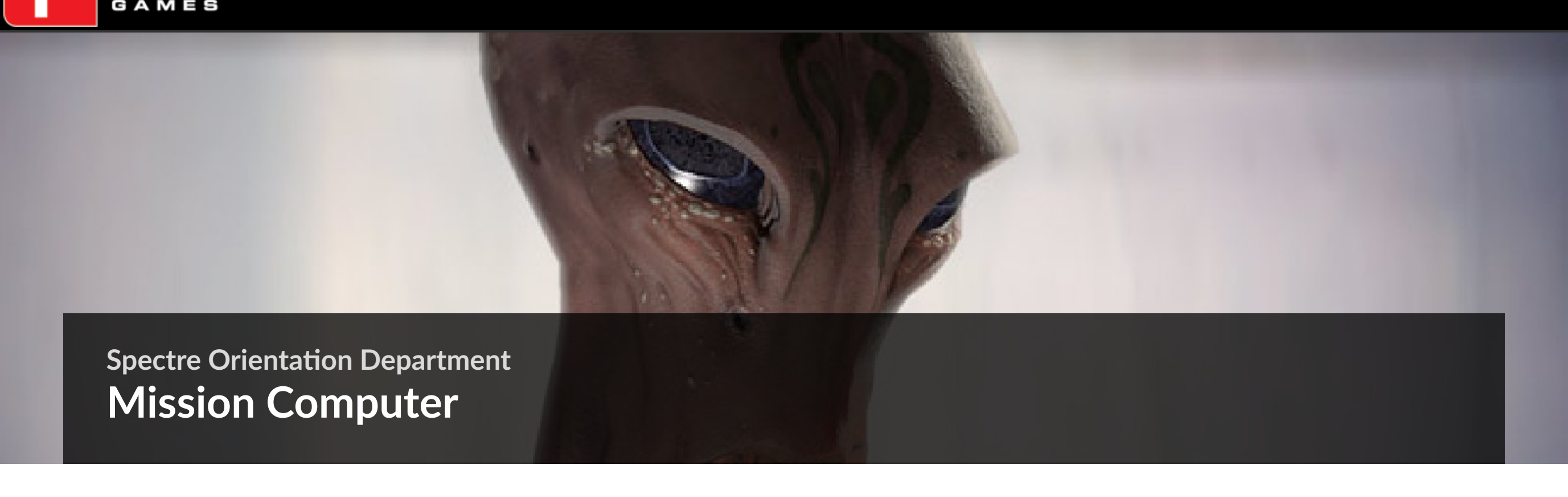
All enemies scale as quickly as the player.

Enemy	Scale
Minion	Player level
Elite	Player level, +6 additional levels
Sub-Boss	Player level, +10 additional levels
Boss	Player level, +15 additional levels

Caution

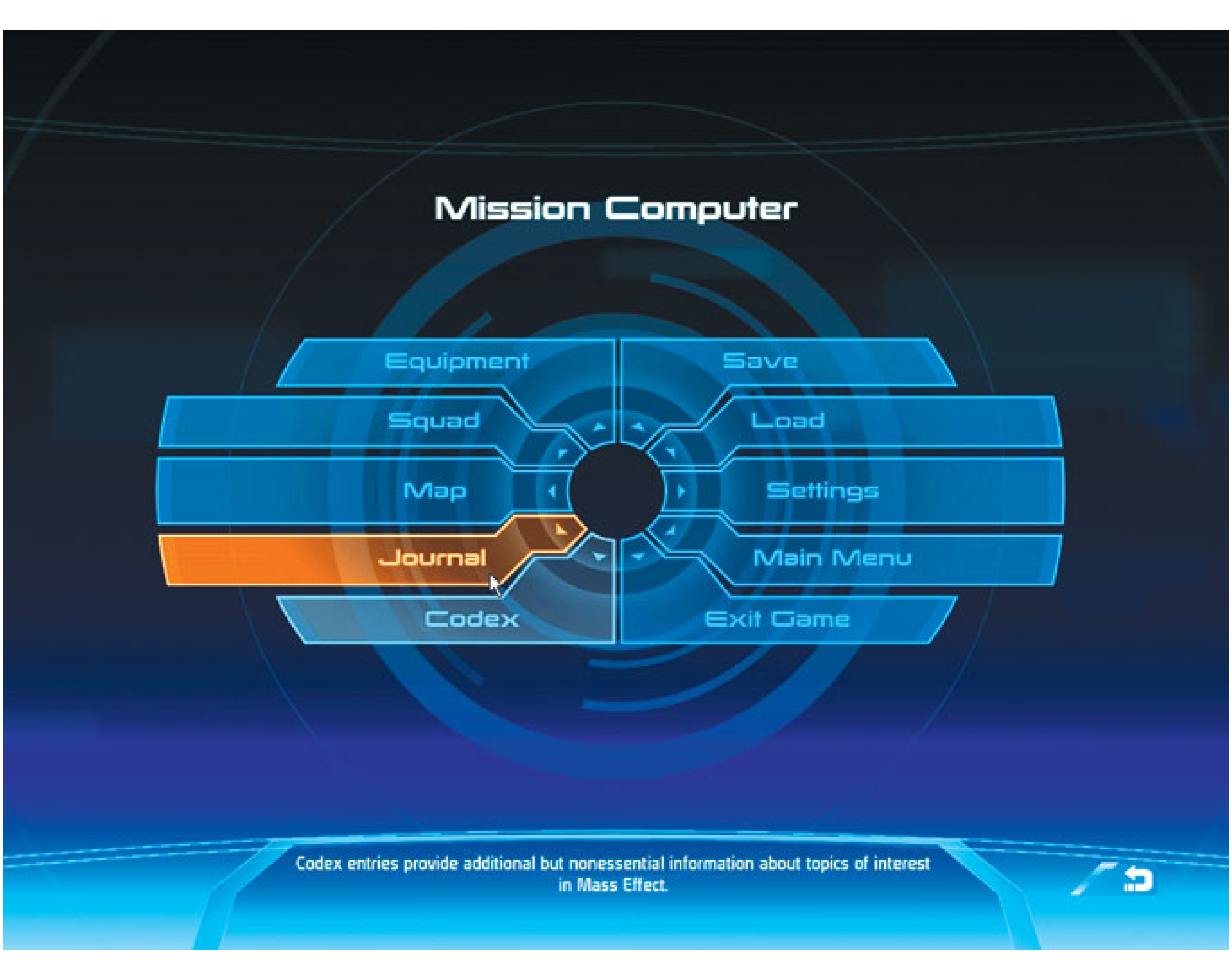
These options can also be changed during your agent's career. However, with respect to difficulty level, if it's changed anytime after the Prothean beacon at Eden Prime is activated, you lose the credit toward your XBL achievements for completing the game at higher difficulties.

If you're collecting all XBL achievements, do not change the game's difficulty level during that career—not even for tough boss fights!



Spectre Orientation Department

Mission Computer

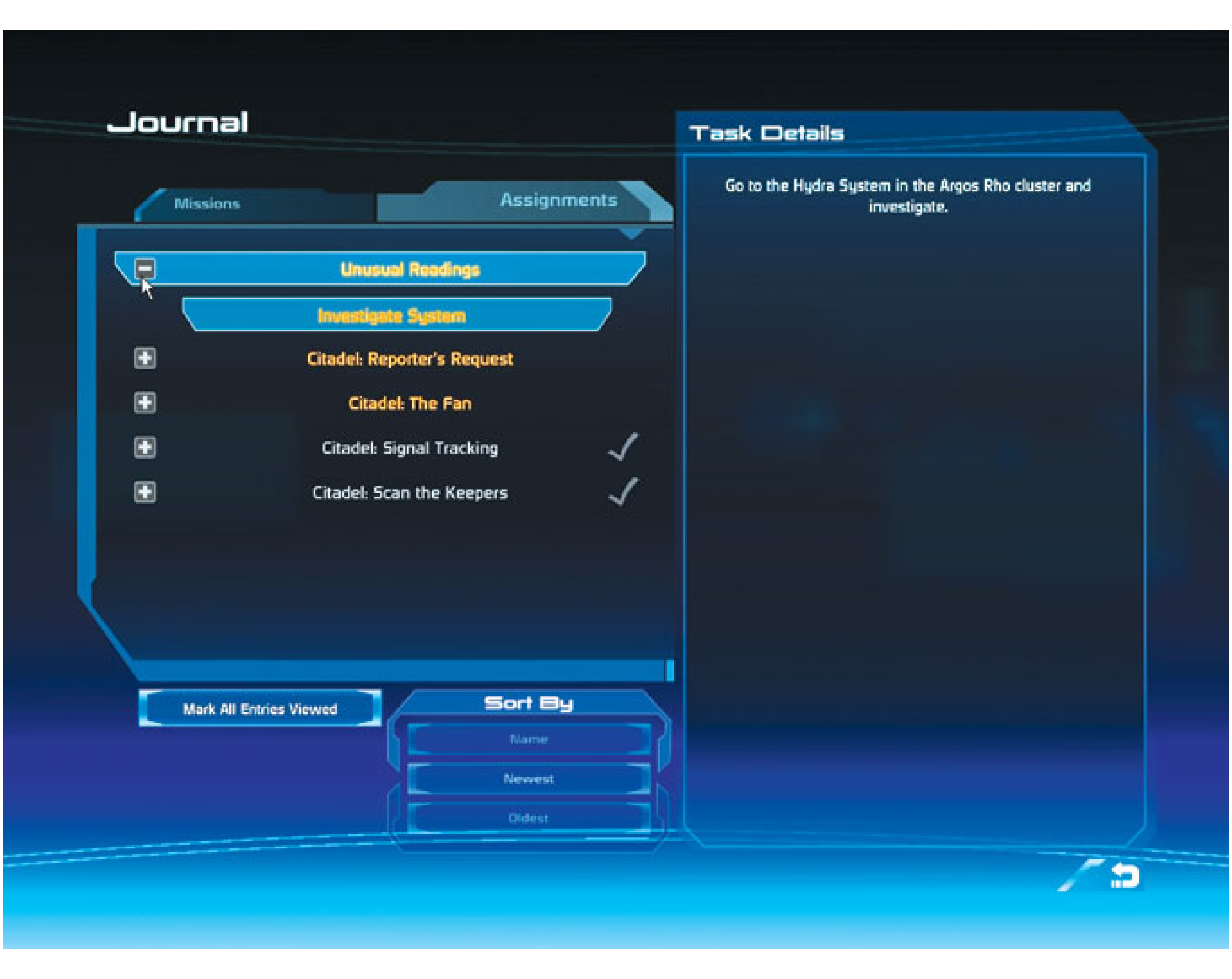

Mission Computer
Equipment
Save
Squad
Load
Map
Settings
Journal
Main Menu
Codex
Exit Game

Codex entries provide additional but nonessential information about topics of interest in Mass Effect.

Agents can access their Mission Computer while on the Normandy, or during away missions by pressing [Esc].

The Mission Computer is specifically programmed to handle all of your in-game needs including your Journal, Codex, Equipment, Squad, Load, Save, Map, and Options.

Journal


Journal
Task Details
Missions
Assignments
Unusual Readings
Investigate System
Citadel: Reporter's Request
Citadel: The Fan
Citadel: Signal Tracking
Citadel: Scan the Keepers
Mark All Entries Viewed
Sort By
Name
Newest
Oldest

Go to the Hydra System in the Argos Rho cluster and investigate.

A Spectre's responsibilities lie primarily with the fulfillment of missions, as presented in the Journal's Mission tab. It tracks all the critical path missions required to complete the ultimate task of saving mankind from utter extinction.

However, agents can choose to undertake many assignments (varying from very easy to extremely difficult) to assist in building their intragalactic reputation and increase personal experience.

Taking these assignments earns agents tons of extra credits to assist in the procurement of some really big guns! Assignments are separate from the main story; they are purely optional but provide a deep experience for those agents who want to explore all the systems in the known galaxy.

Note

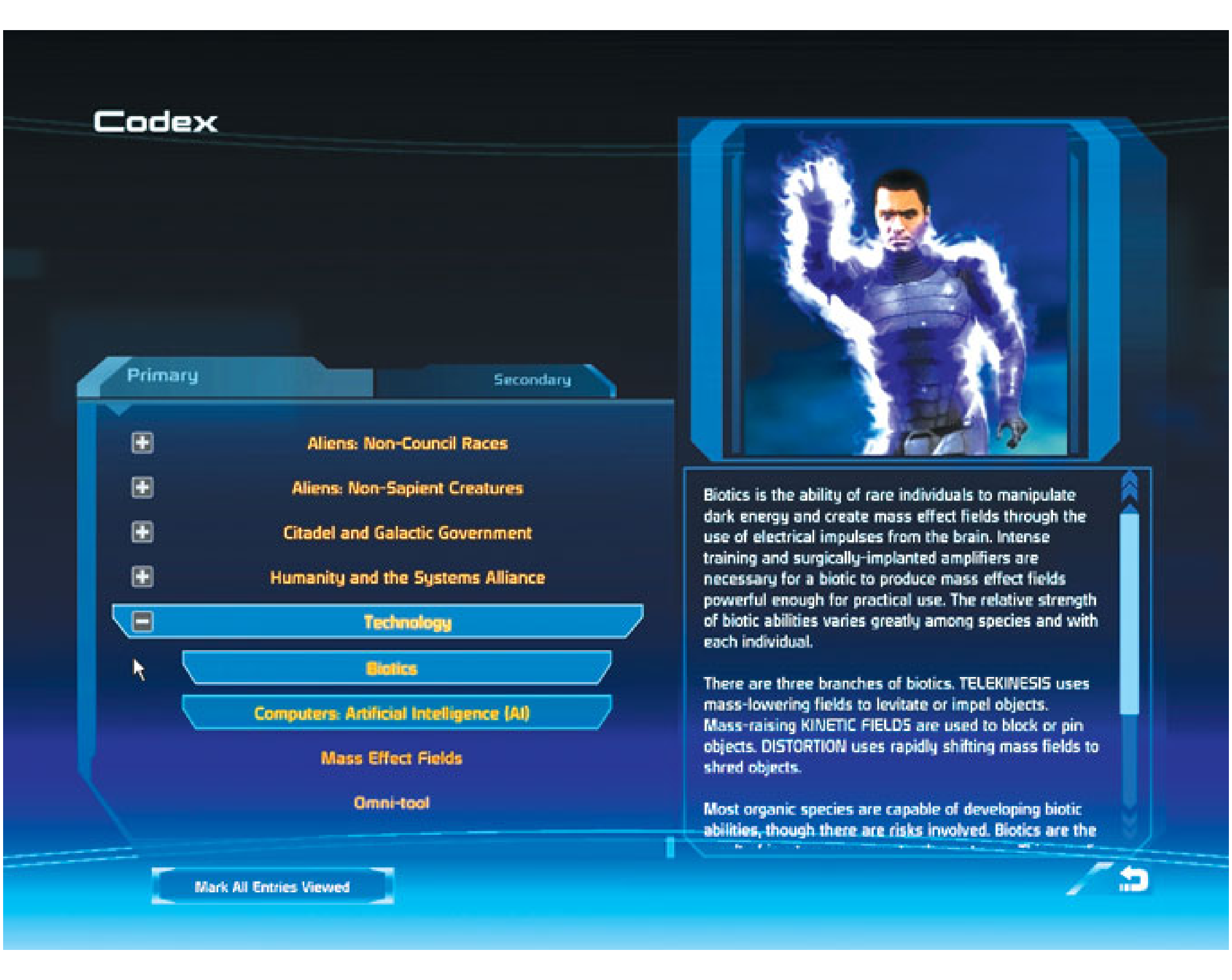
New missions and assignments are highlighted in their respective categories until viewed once. At any time, the agent has the ability to mark all entries as viewed by clicking on the "Mark All entries Viewed" button at the bottom of the assignments listed.

Or, sort the main entries either by name or by time received by clicking on the "Name," "Newest," or "Oldest" buttons listed at the bottom of the list.

Note

NPCs who trigger optional assignments often have proper names or titles, as opposed to random and nameless civilians who wander the various worlds.

Codex


Codex
Primary
Secondary
Aliens: Non-Council Races
Aliens: Non-Sapient Creatures
Citadel and Galactic Government
Humanity and the Systems Alliance
Technology
Biotics
Computers: Artificial Intelligence (AI)
Mass Effect Fields
Omni-tool
Mark All Entries Viewed

Biotics is the ability of rare individuals to manipulate dark energy and create mass effect fields through the use of electrical impulses from the brain. Intense training and surgically-implanted amplifiers are necessary for a biotic to produce mass effect fields powerful enough for practical use. The relative strength of biotic abilities varies greatly among species and with each individual.

There are three branches of biotics. TELEKINESIS uses mass-lowering fields to levitate or impel objects. Mass-raising KINETIC FIELDS are used to block or pin objects. DISTORTION uses rapidly shifting mass fields to shred objects.

Most organic species are capable of developing biotic abilities, though there are risks involved. Biotics are the

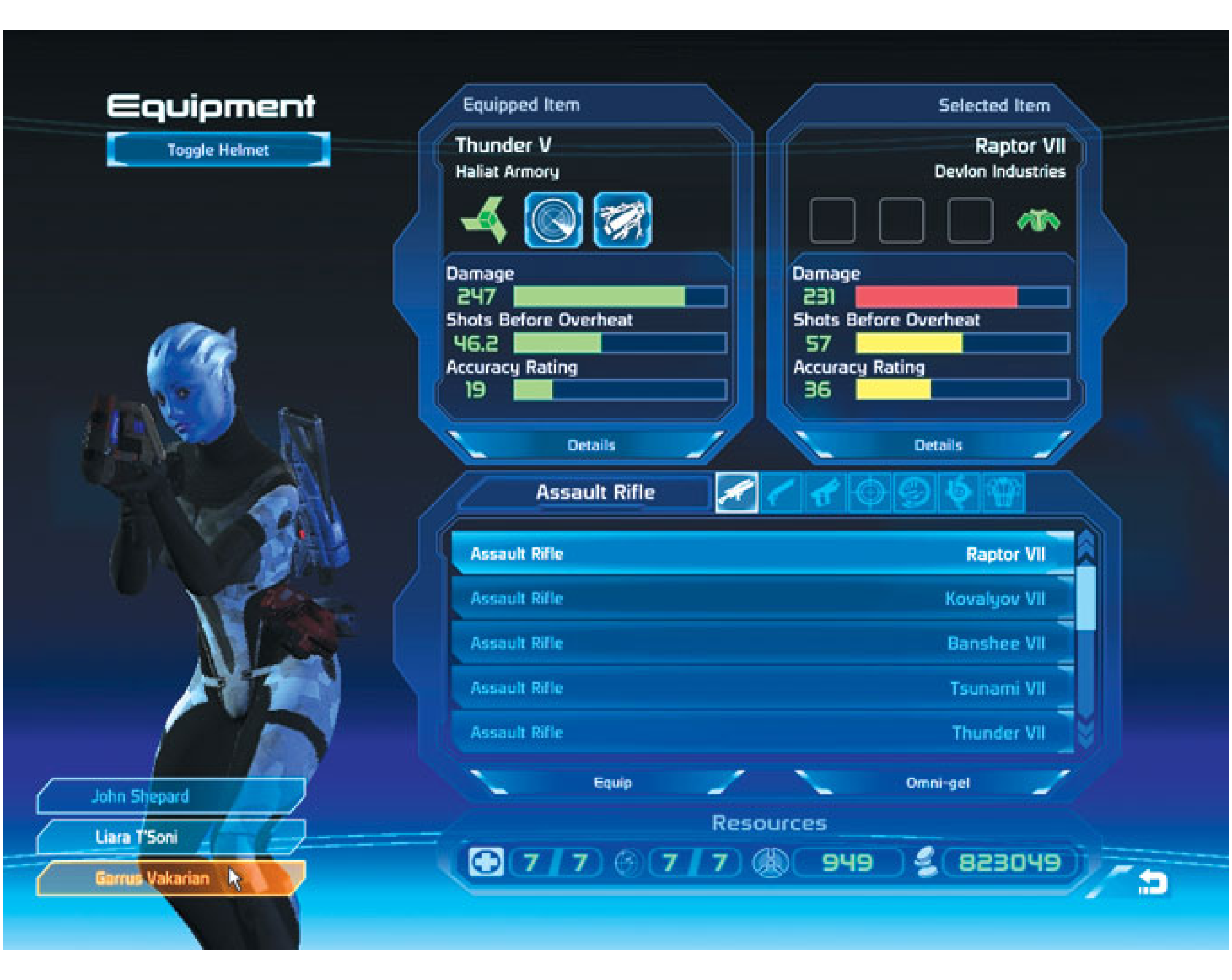
Agents who travel widely across the galaxy and readily investigate their surroundings collect a vast array of new knowledge on topics ranging from extinct alien races to FTL drives to distant planetary systems.

Each time the agent encounters a new subject, the Codex icon flashes briefly on the right side of the HUD, indicating that a new entry is now viewable in the Codex.

Tip

Agents interested in accumulating mind-bending amounts of galactic knowledge are encouraged to review the chapter titled "The Galactic Codex."

Equipment


Equipment
Toggle Helmet
Equipped Item
Selected Item
Details
Details
Assault Rifle
Equip
Omni-gel
Resources
John Shepard
Liara T'Soni
Garrus Vakarian

Equipped Item: Thunder V, Haliat Armory — Damage 247, Shots Before Overheat 46.2, Accuracy Rating 19

Selected Item: Raptor VII, Devlon Industries — Damage 231, Shots Before Overheat 57, Accuracy Rating 36

Assault Rifle	Raptor VII
Assault Rifle	Kovalyov VII
Assault Rifle	Banshee VII
Assault Rifle	Tsunami VII
Assault Rifle	Thunder VII

Resources: 7 / 7, 7 / 7, 949, 823049

Agents will use the Equipment screen to outfit themselves and their squad members with any gear that was either bought from stores or collected as the spoils of war.

There are two main parts to this screen: the Equipped Item box and the Selected Item box. The latter is linked directly to the list of available items currently displayed.

The Equipped Item Box shows context-sensitive attributes of the item currently on the agent. Icons for installed upgrades and the item's attributes (weapons, for example, always list damage, overheating limits, and accuracy near the top).

The lower section of the box shows the Upgrade command, toggle command for the armor's helmet, and also the the command to view the item's text description.

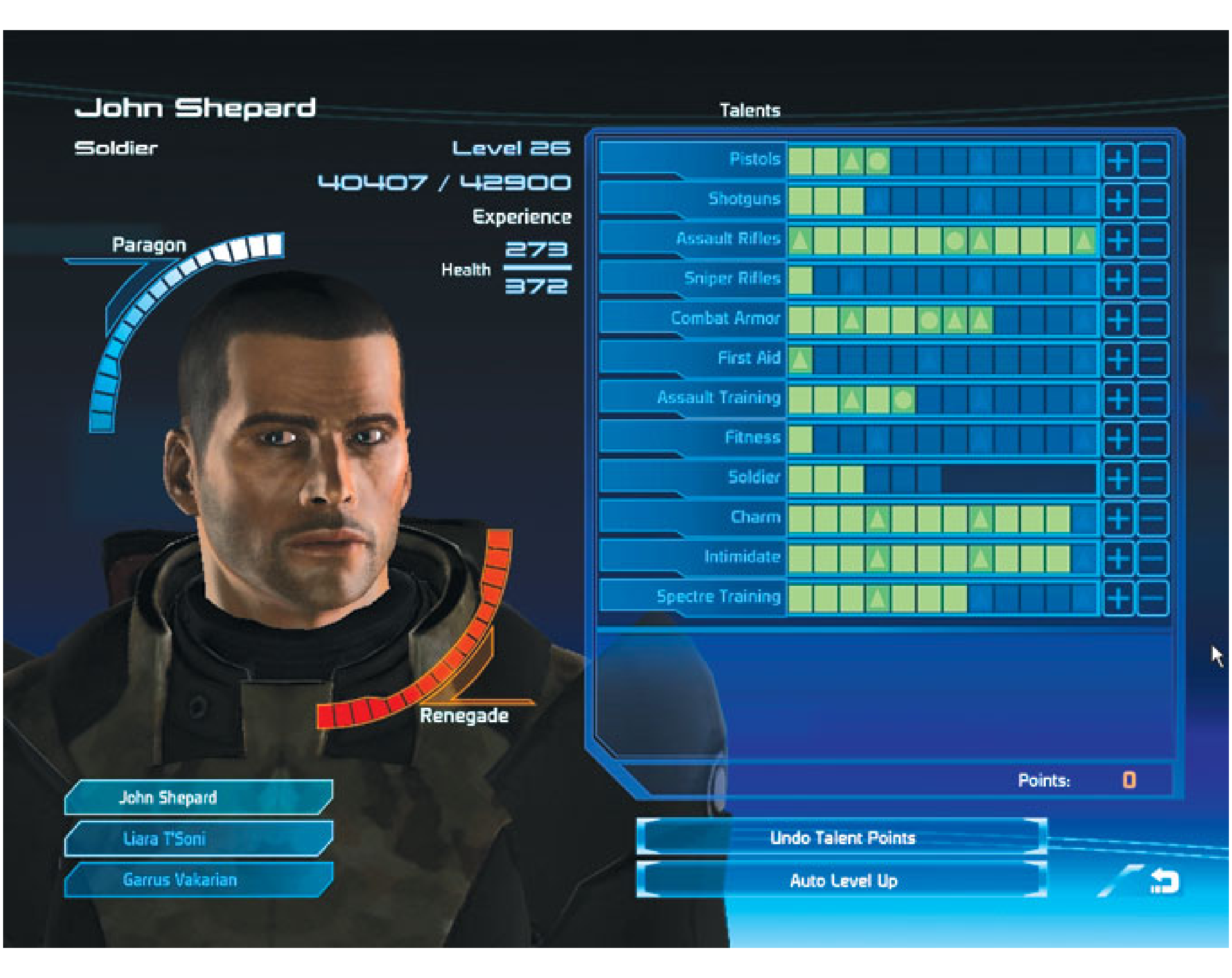
The Selected Item box and its associated item list on the screen's right side shows all the items of a particular class (i.e., armor, shotguns, etc.) you've obtained and the relevant stats of each object in the list when it is highlighted.

Tip

Agents inevitably amass a collection of weapons and equipment through their missions and assignments.

We recommend that agents constantly upgrade their own and their squad's gear, and sell the rest for credits to purchase rare equipment and hard-to-find manufacturer licenses or even liquidate unwanted gear into invaluable omni-gel.

Squad


Talents
Paragon
Renegade
Pistols
Shotguns
Assault Rifles
Sniper Rifles
Combat Armor
First Aid
Assault Training
Fitness
Soldier
Charm
Intimidate
Spectre Training
Undo Talent Points
Auto Level Up
John Shepard
Liara T'Soni
Garrus Vakarian

John Shepard
Soldier
Level 26
40407 / 42900
Experience
Health 273 / 372
Points: 0

Use the Squad screen to view one of the three agents in the current squad. Only the main character has the Paragon and Renegade bars but the rest of the display is the same. View the agent's current health, level, and experience point breakdown.

But most importantly, this screen is where Talent Points are assigned their slots in the Talent tree.

Each time a character levels up, points are awarded to improve the class-specific talents. If a Talent bar is grayed out, it means you haven't spent enough points in an associated talent to unlock it.

Note that each locked Talent bar is unlocked by spending enough points in the talent right above it in the list. Initially only the first few ranks in each talent will be available; the rest will be grayed out. Every time you gain a level, one more rank becomes available.

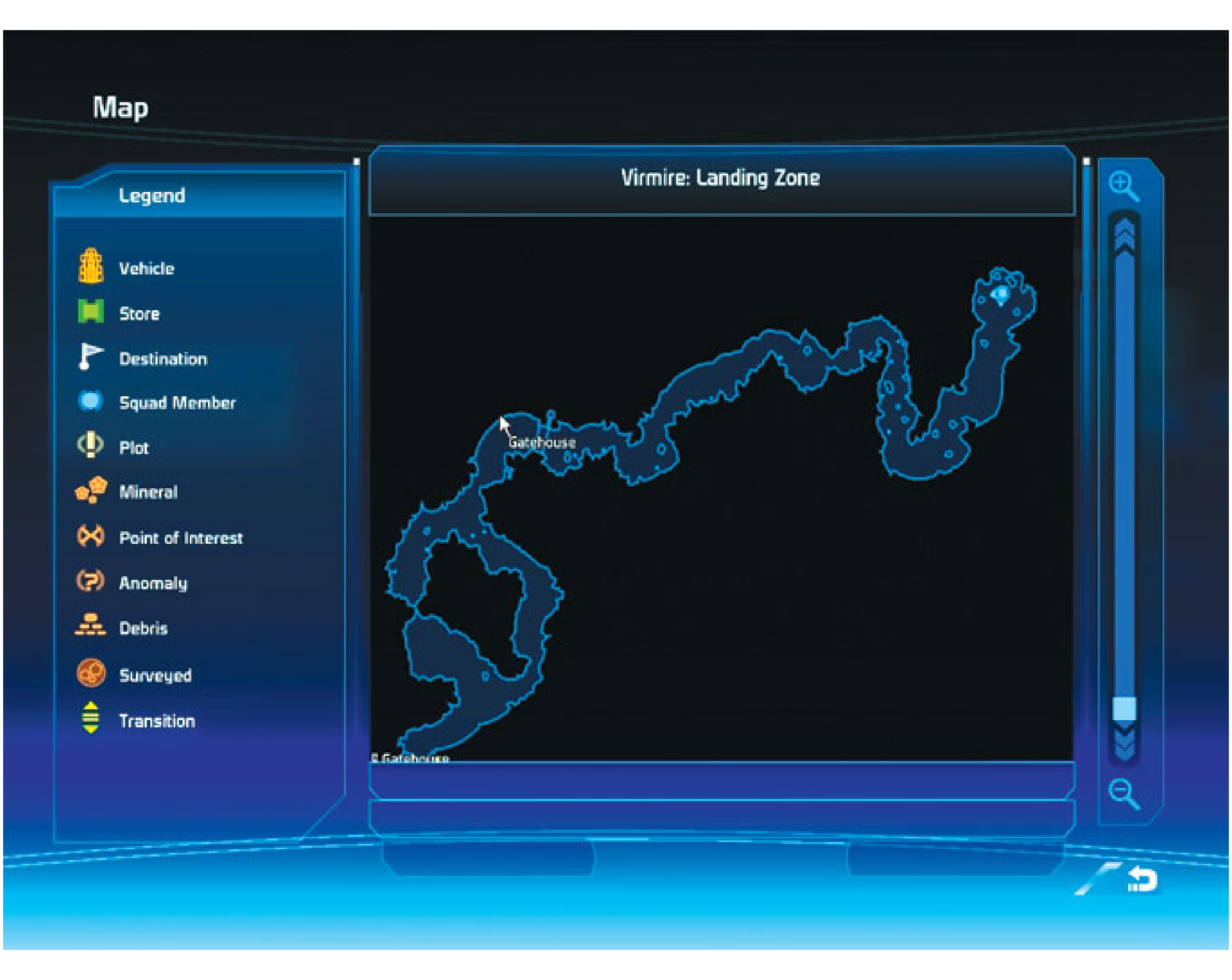
During point assignment, if you mistakenly assign a point or change your mind, click the minus button to remove the last point placed.

You may then allocate it elsewhere. Be warned, though: once you finalize point allocation by leaving the Squad screen, those points are set for the rest of the character's current career.

Note

For more information on the starting and unlockable specialization talents, go to the Military Specialization section.

Map

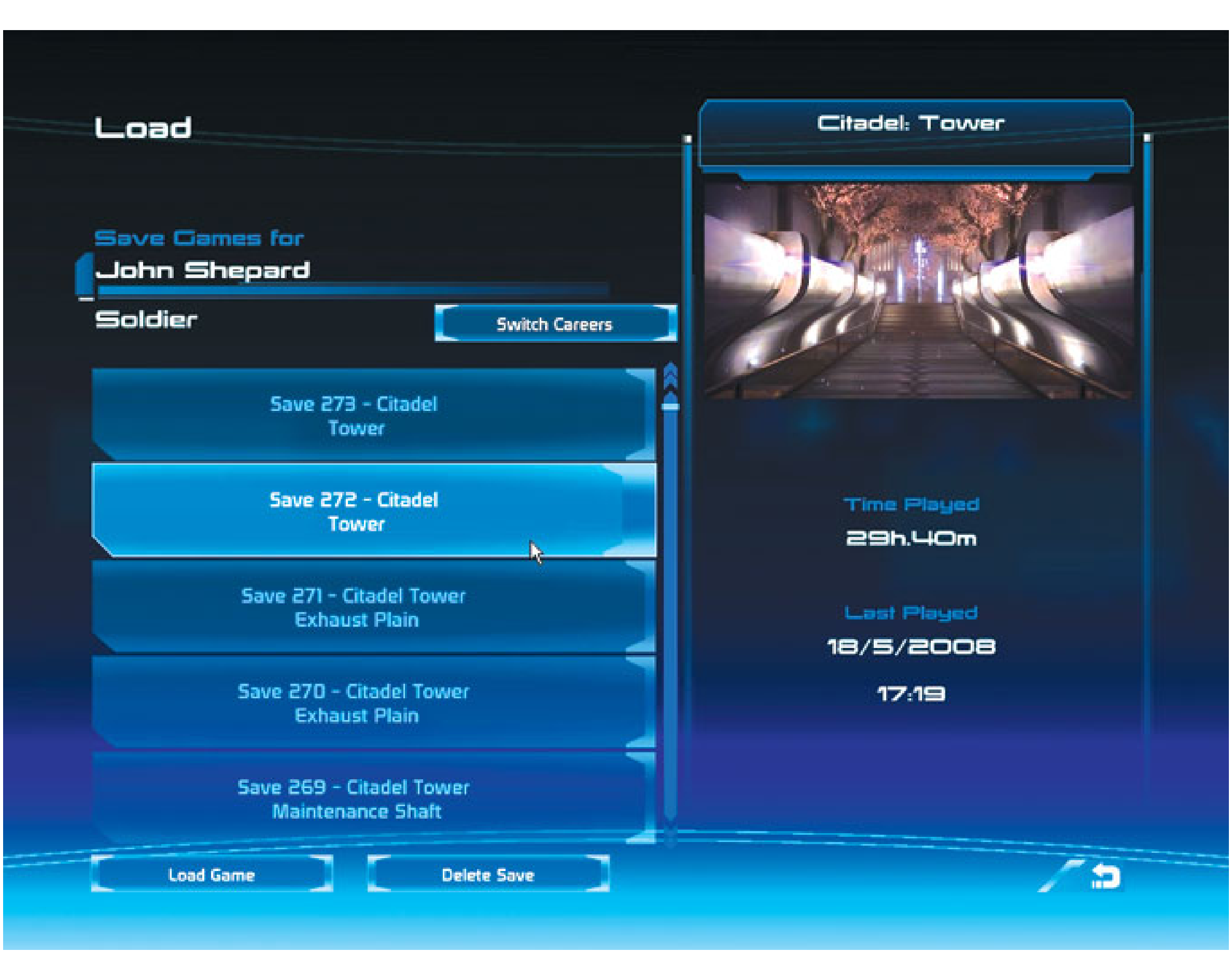

Map
Legend
Vehicle
Store
Destination
Squad Member
Plot
Mineral
Point of Interest
Anomaly
Debris
Surveyed
Transition
Virmire: Landing Zone
Gatehouse

Shepard's position can be viewed on the Map screen. Only the current level is displayed, so you can't switch to upper or lower levels that you're not currently standing on.

A complete legend is displayed on the left side of the screen and zoom controls are activated by using the mouse wheel or scroll bar on the right side of the map.

To help you find your way around, flag a destination anywhere on the current map by locating it with the movable targeting cursor and pressing [1]. The destination marker is a toggle, so when you're done with the marked location, press [1] again to clear the flag.

Load


Load
Switch Careers
Load Game
Delete Save

Save Games for
John Shepard
Soldier

- Save 273 - Citadel Tower
- Save 272 - Citadel Tower
- Save 271 - Citadel Tower Exhaust Plain
- Save 270 - Citadel Tower Exhaust Plain
- Save 269 - Citadel Tower Maintenance Shaft

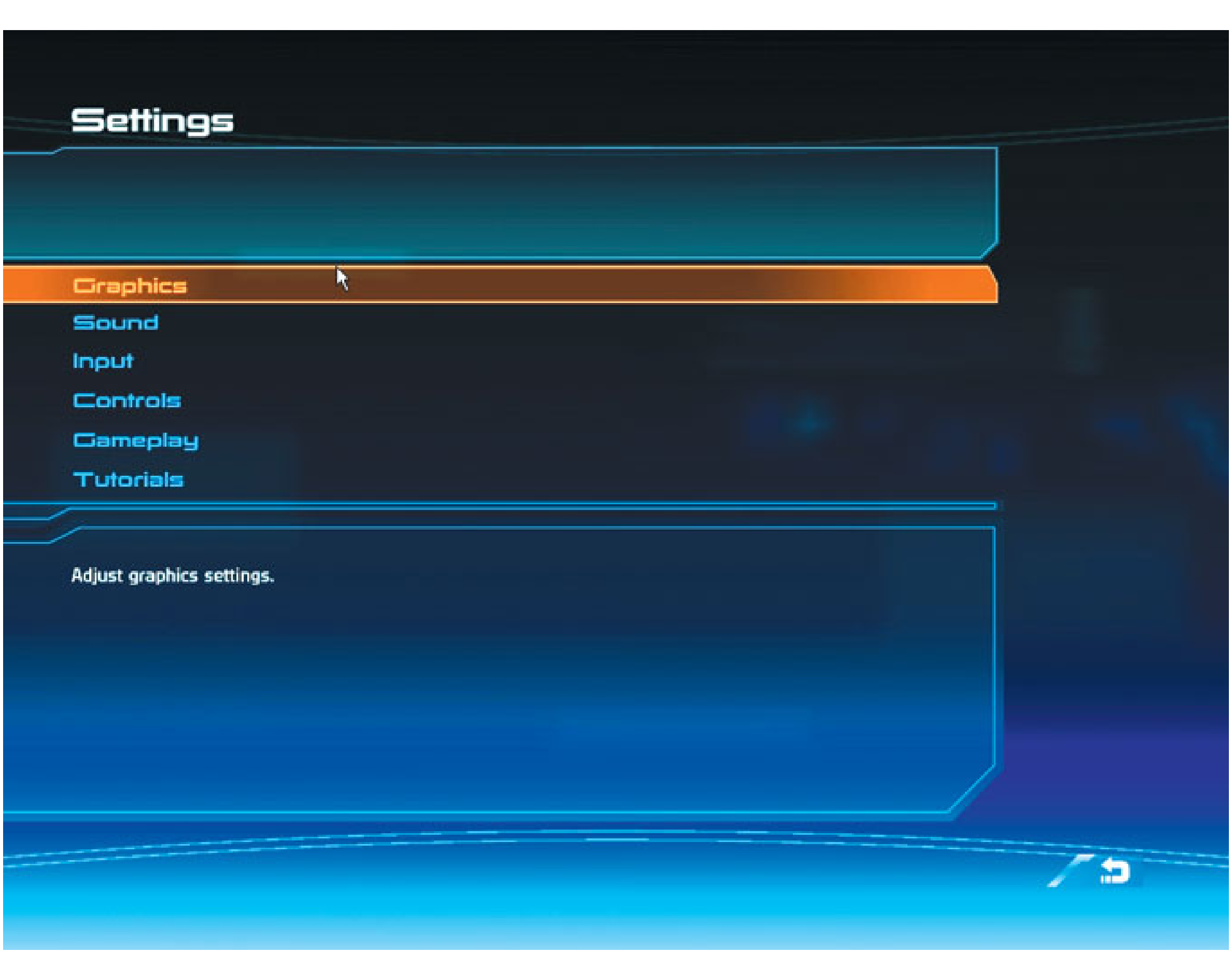
Citadel: Tower
Time Played 29h.40m
Last Played 18/5/2008 17:19

The Load screen tracks your previously saved games from the current career. When selected, each save file displays the physical location the squad was in, game time played so far at that save point, plus a last played date to track your progress.

Note

You can change to a different character's career in the Load screen by clicking the "Switch Career" button.

Settings


Settings
Graphics
Sound
Input
Controls
Gameplay
Tutorials

Adjust graphics settings.

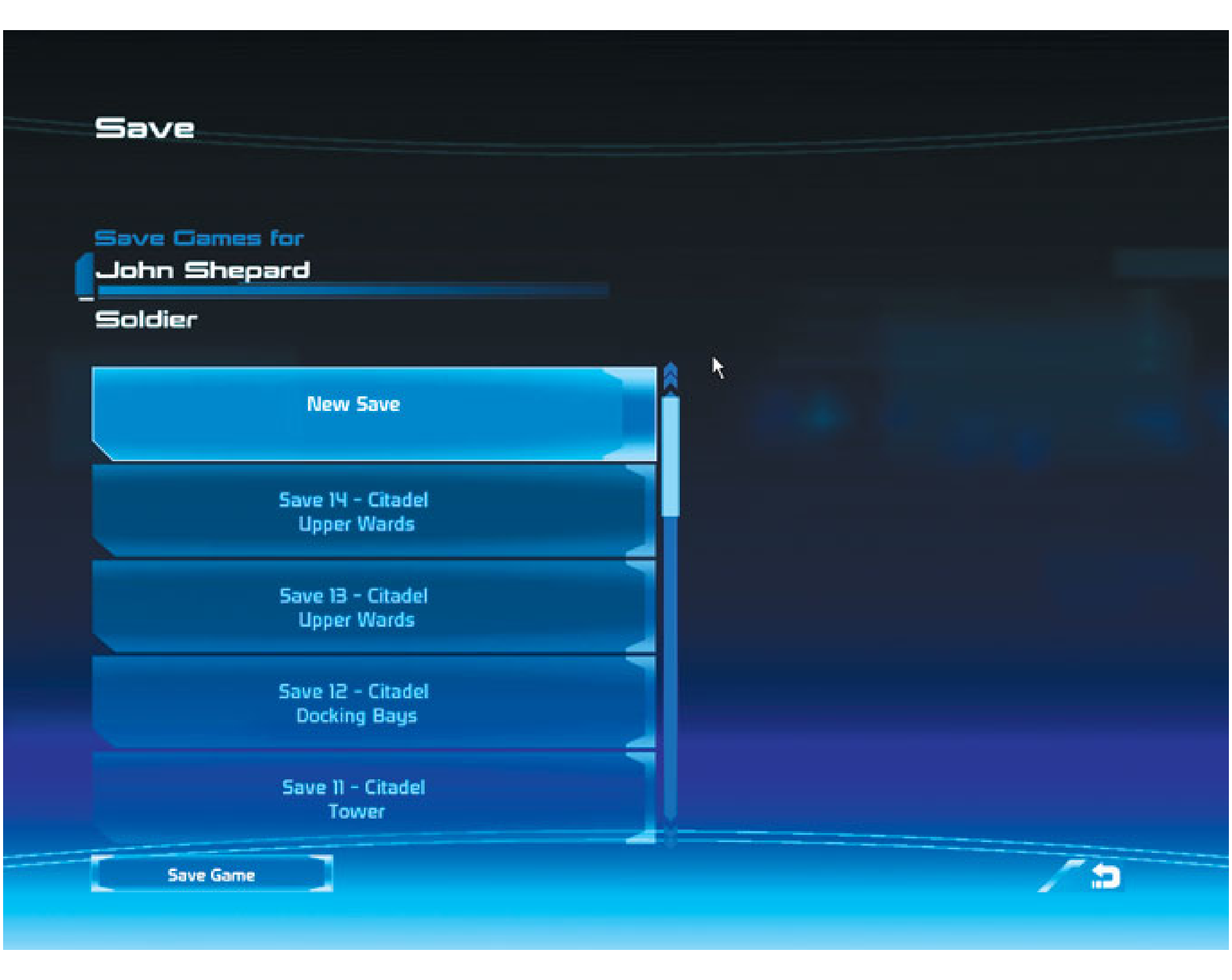
The Settings screen provides the ability to change the settings or career options as discussed in a previous section. Other settings sets include:

Graphics
Sound
Input
Controls
Gameplay
Tutorials

Default settings are recommended for most users, however, more experienced players can use some settings to fine-tune their experiences in Mass Effect, such as adjusting music volume in relation to sound effect volume, increasing the sensitivity of camera and sighting movement for experienced FPS gamers, even adjusting graphic effects such as film grain to change the way the video looks on your monitor.

Test the various video settings on your display to ensure you're getting the best possible look into the world of Mass Effect.

Save


Save
Save Game

Save Games for
John Shepard
Soldier

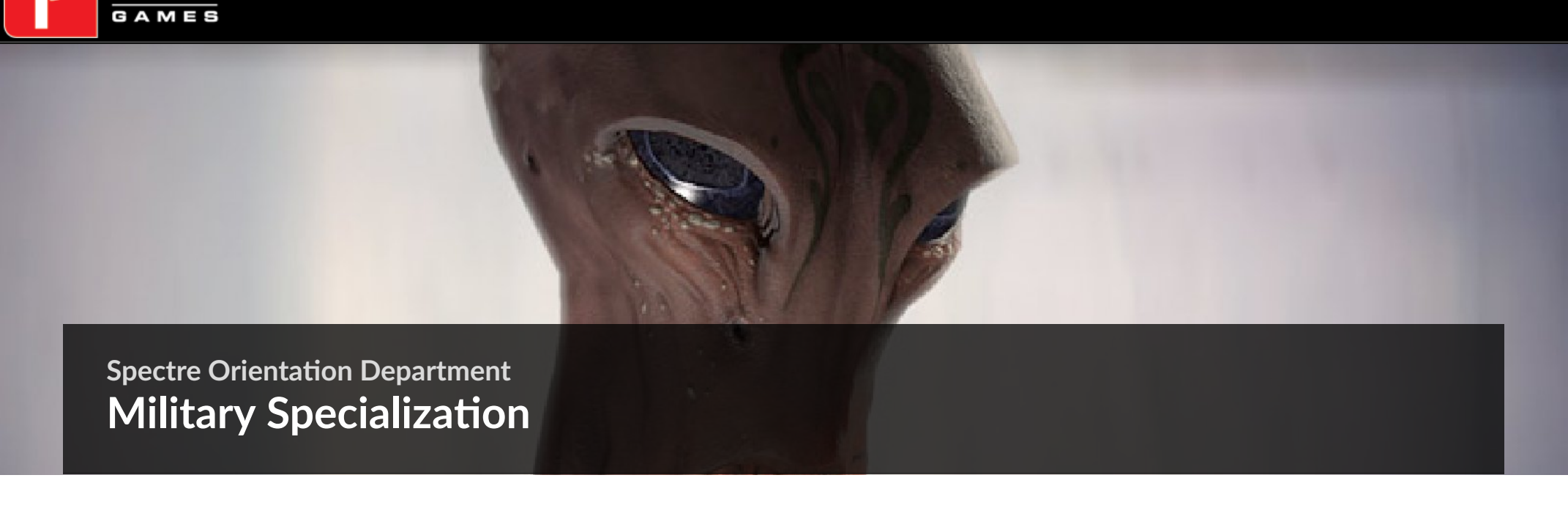
- New Save
- Save 14 - Citadel Upper Wards
- Save 13 - Citadel Upper Wards
- Save 12 - Citadel Docking Bays
- Save 11 - Citadel Tower

You can save your game at practically any point, with a few exceptions: You cannot save during combat, nor can you save when you are in an elevator or any other transition point between two maps. In either of these cases, the "Save" option is grayed out on the Mission Computer.

Tip

Always have a backup save right before important events (as outlined in the walkthrough chapters) so you can go back to that load point should anything undesirable happen, or you miss a chance to cue a certain mission, etc.

Also, save your game right after completing a difficult task, so you don't have to go back and do it again.



Spectre Orientation Department

Military Specialization

Are you more of a run-and-gun agent who wants to be in the middle of every battle? If so, you should be a Soldier.

If you prefer hanging back, playing defensively, and managing the squad in a support role, or prefer fighting from a distance, you may want to play an Infiltrator.

The choice is highly personal. Your experience throughout the Mass Effect story isn't affected by military specialization, but your combat experience is.

Read through the following sections to get a feel for what you can expect from the six character specializations in Mass Effect.

Note

Each "class" has two further Specialist options to choose between after you complete the Rogue VI Assignment that unlocks at level 20. Each of the Specialist bonus talents are covered in the following chapter: Combat.

Tip

For a full breakdown of all the talents, including specialization-specific talents, flip ahead to the comprehensive chapter on Combat.

Soldier

Soldiers are combat specialists ideal for the front lines of a firefight. Soldiers begin the game with skills in pistols and assault rifles; they have improved health and the ability to wear medium combat armor.

As a soldier progressing through the game, you can unlock assault training, skills with shotguns and sniper rifles, first aid for yourself and party members, and heavy combat armor.

Soldier Talent Summary

Starting Talents

Talent Name	Unlocked by
Pistols	—
Assault Rifles	—
Combat Armor	—
Assault Training	—
Soldier	—

Unlockable Talents

Talent Name	Unlocked by
Shotguns	4th point in Pistol Talent
Sniper Rifles	7th point in Assault Rifle Talent
First Aid	6th point in Combat Armor Talent
Fitness	5th point in Assault Training Talent

Tip

Soldiers are generally the easiest class with which to get through the game. If you're new to Mass Effect, this is a good choice for your first career.

Note

For descriptions of the talents and abilities, flip to the relevant sections in the Combat chapter.

Engineer

Engineers are tech specialists. Using the holographic OmniTool they can decrypt security systems, repair and/or modify technical equipment, disrupt enemy weapons or shields and heal their party.

Although they begin the game wearing light armor and equipped with only pistols and the omni-tool, engineers can eventually unlock the Basic Armor talent to upgrade their armor. They can also learn to heal their party.

Engineer Talent Summary

Starting Talents

Talent Name	Unlocked by
Pistols	—
Decryption	—
Electronics	—
First Aid	—
Engineer	—

Unlockable Talents

Talent Name	Unlocked by
Basic Armor	6th point in Pistol Talent
Hacking	7th point in Decryption Talent
Damping	4th point in Electronics Talent
Medicine	5th point in First Aid Talent

Adept

Adepts are biotic specialists. They start out equipped with pistols and light armor, but the true strength of the Adept lies in the upgradeable implants that give them their biotic powers.

These powers can be used to lift or throw objects, boost their shields and disable or destroy enemies.

Adept Talent Summary

Starting Talents

Talent Name	Unlocked by
Basic Armor	—
Throw	—
Warp	—
Barrier	—
Adept	—

Unlockable Talents

Talent Name	Unlocked by
Pistols	5th point in Basic Armor Talent
Lift	6th point in Throw Talent
Singularity	7th point in Warp Talent
Stasis	4th point in Barrier Talent

Infiltrator

Infiltrators combine combat and tech abilities, and specialize in killing or disabling enemies at long range. Infiltrators are trained to use Omni-tools, but their focus is decryption and offensive abilities rather than healing.

They can train with pistols or sniper rifles, and can wear medium armor.

Infiltrator Talent Summary

Starting Talents

Talent Name	Unlocked by
Pistols	—
Tactical Armor	—
Electronics	—
Decryption	—
Infiltrator	—

Unlockable Talents

Talent Name	Unlocked by
Sniper Rifles	5th point in Pistol Talent
Fitness	6th point in Tactical Armor Talent
Damping	4th point in Electronics Talent
First Aid	7th point in Decryption Talent

Sentinel

Sentinels combine biotic and tech abilities. They use biotic abilities and advanced healing skills to defend allies, though they also can disrupt opponents with biotic or tech attacks.

They are more efficient at tech and biotics than other classes, but these skills come at the expense of combat.

Sentinels can use only light armor and receive less advanced weapon training in pistols, and only through their Sentinel talent.

Sentinel Talent Summary

Starting Talents

Talent Name	Unlocked by
Throw	—
Barrier	—
Decryption	—
First Aid	—
Sentinel	—

Unlockable Talents

Talent Name	Unlocked by
Lift	7th point in Throw Talent
Stasis	6th point in Barrier Talent
Electronics	4th point in Decryption Talent
Medicine	5th point in First Aid Talent

Vanguard

Vanguards are biotic warriors. They combine offensive biotic abilities and weapons training to quickly take down opponents.

They are especially deadly at short range. They can train with pistols and shotguns, and can learn to wear medium armor.

Vanguard Talent Summary

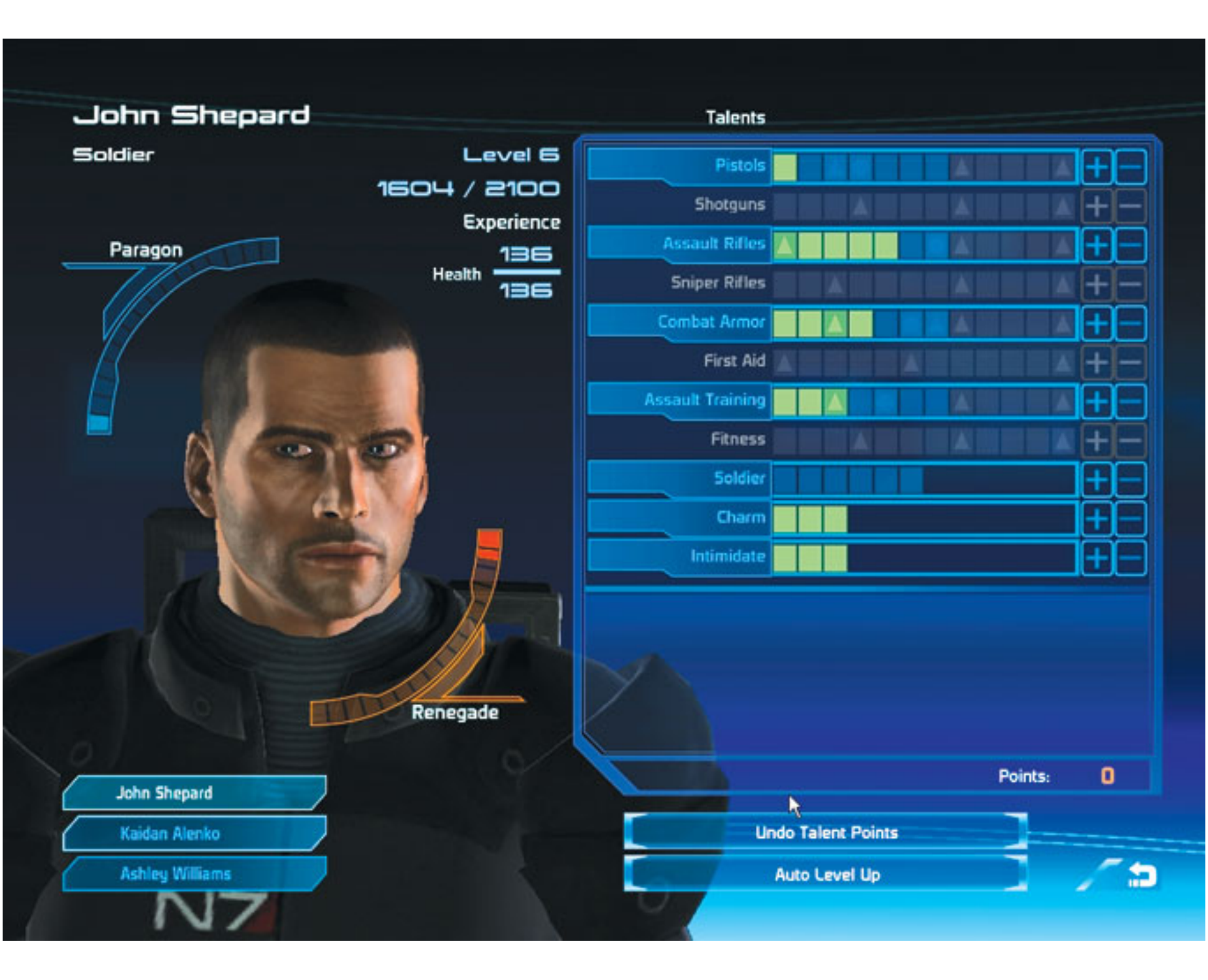
Starting Talents

Talent Name	Unlocked by
Pistols	—
Assault Training	—
Throw	—
Warp	—
Vanguard	—

Unlockable Talents

Talent Name	Unlocked by
Shotguns	6th point in Pistol Talent
Tactical Armor	5th point in Assault Training Talent
Lift	7th point in Throw Talent
Barrier	4th point in Warp Talent

Experience and Leveling Up



When the Level Up icon displays on the HUD during gameplay, it means your squad has earned enough experience points by killing enemies and completing tasks to rise up in stats and can assign new Talent points.

The breakdown for earning Talent points is as follows:

Level 1-5 — Shepard will earn 3 points/level while squad members earn 2 points/level
Level 6-20 — Shepard and squad mates earn 2 points/level
Level 21-35 — Shepard earns 2 points/level while squad members earn 1 point/level
Level 36-60 — Shepard and squad mates earn 1 point/level.

The assignment of Talent points isn't permanent until you leave the individual squad member's screen.

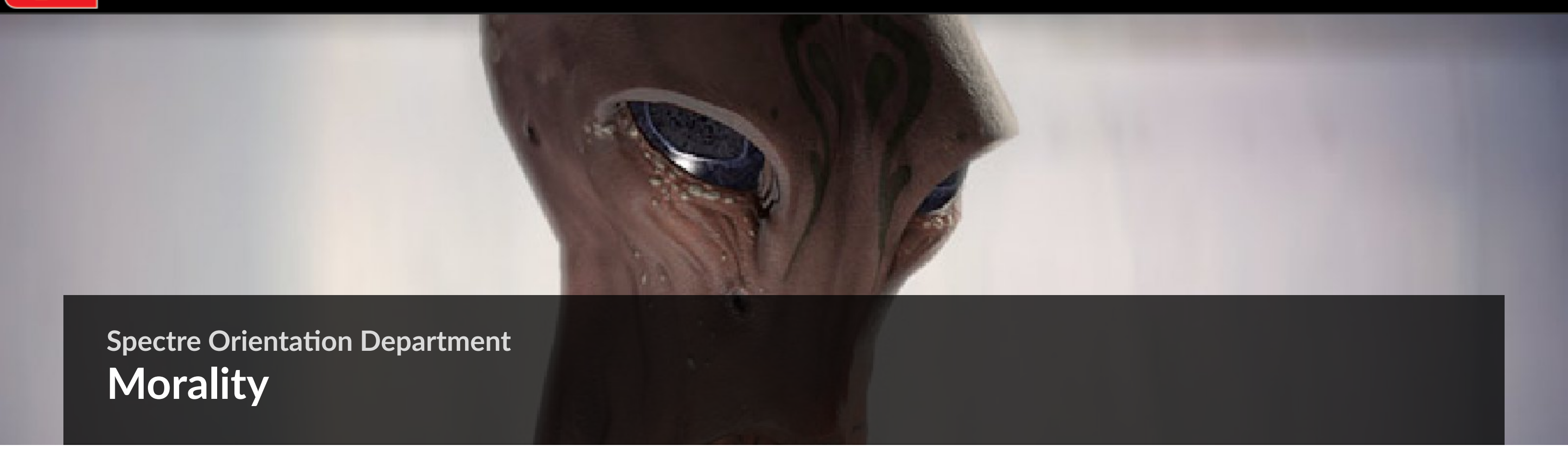
For example, if you've assigned available Talent Points to Shepard but haven't yet left the squad screen, you can still undo the point assignment, then you can start over.

Note

Part of the enjoyment of customizing your squad is the strategic assignment of Talent points.

With such a diverse array of talents for each squad member, you can fine-tune what each of the member's strengths will be for the current career.

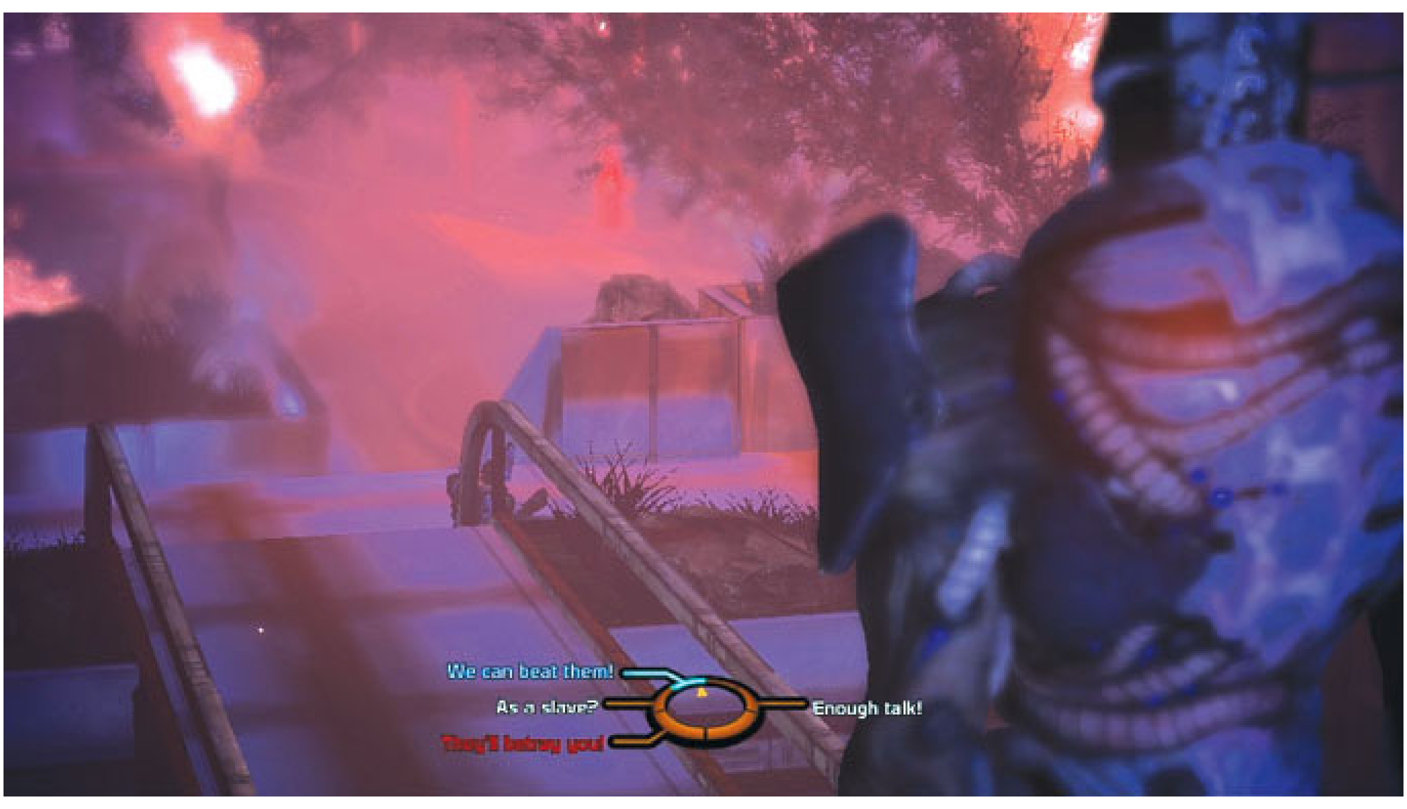
The games default is set to encourage manual point allocation, but if you prefer to have the points automatically and evenly distributed across a character's talents, toggle "Auto Level Up" on each squad member's individual screen.



Spectre Orientation Department

Morality

Paragon Vs. Renegade



The power of persuasion can be an agent's best friend. Often when dealing with civilians, squad mates, and various NPCs, general dialogue options may not quite get your meaning across.

If your persuasion ability scores are high enough, you can choose extra ways to direct the conversation: through Charm or Intimidation.

The overall results are sometimes similar; it's more the tools you use to get what you want that make the subtle (and sometimes drastic) differences that much more enjoyable.

Paragons charm people into seeing things their way. Renegades prefer to intimidate to get their point across. The choice is yours, but here is the simplest generalization:

Paragons do the right thing in the right way.

Renegades get the job done by whatever means necessary.

Shepard is ultimately trying to save humanity. Regardless of your actions during the story, that goal stays the same.

The morality system of Paragon and Renegade is the evolution of the typical good versus evil alignment spectrum into two independent scales. Making Paragon choices doesn't adversely impact future Renegade options.

Essentially, while the goal stays the same, the methods used to reach that goal differ: hence Paragon vs. Renegade.

The tradeoff between the two morality scales is that there are a limited number of opportunities to increase either scale found throughout the story to 100 percent.

The morality-specific choices made during conversations allocate points to either the Paragon or Renegade scales displayed on Shepard's squad screen.

As each morality scale increases, new options open up in dialogue and various additional subplot assignments occur.

You have several options to divide up the available morality points between the two scales. You might strive to be 100 percent Paragon, 100 percent Renegade or somewhere in between, possibly trying to distribute points equally and achieve a balance.

However, given this relationship (and certain Xbox Live achievements!) you can't have it all in one career!

Strict Paragon agents won't access Renegade Intimidation options in dialogue, nor will they trigger Renegade subplot assignments. By the same token, Renegades won't access Paragon options and assignments.

Agents playing a middle ground and striving for neutrality won't fill either scale completely and they potentially forgo each morality's subplot assignments for the sake of having access to both Charm and Intimidation Talent options during conversations and gameplay.

Note

There are five progression points in either the Paragon or Renegade morality scales. Filling each of the five points or sections unlocks new subplot assignments or Talents and their respective abilities.

It is only possible to get six out of the ten total morality rewards during a single playthrough of the game.

Difficult Choices

The following table summarizes all the opportunities agents have to play the Paragon and Charm the party they're speaking to, or to be a Renegade and bully the party into submission through Intimidation.

Each Talent point Shepard spends in either Charm or Intimidation raises that Talent score by 1. Shepard's current talent score determines whether you can Charm or Intimidate the person you're talking to.

You must have a talent score equal or greater to the difficulty level of the persuasion opportunity.

The numerical scoring system that drives persuasion opportunities is invisible to players, but generally if you see a red or blue option during a conversation, your Charm or Intimidate talents are sufficiently developed.

Alternatively, if you see grayed-out options, that means the persuasion options were too difficult and you must improve your associated talent score from its current level.

Charm and Intimidate Opportunity Summary

Story Area	Number of Charms	Average Charm Difficulty	Number of Intimidates	Average Intimidate Difficulty
Squad mate Dialogues	4	6	4	6
Prologue	3	2	3	2
Citadel	32	4.8	32	4.75
Noveria	18	5.7	18	6
Feros	1	12 (max)	1	8.5
Virmire	2	7.5	2	7.5
Epilogue	3	6.3	3	6.3
Uncharted Planets	5	7.2	5	6.8
Totals	68	—	68	—
Averages	—	5.5	—	5.6

Your Moral Rewards

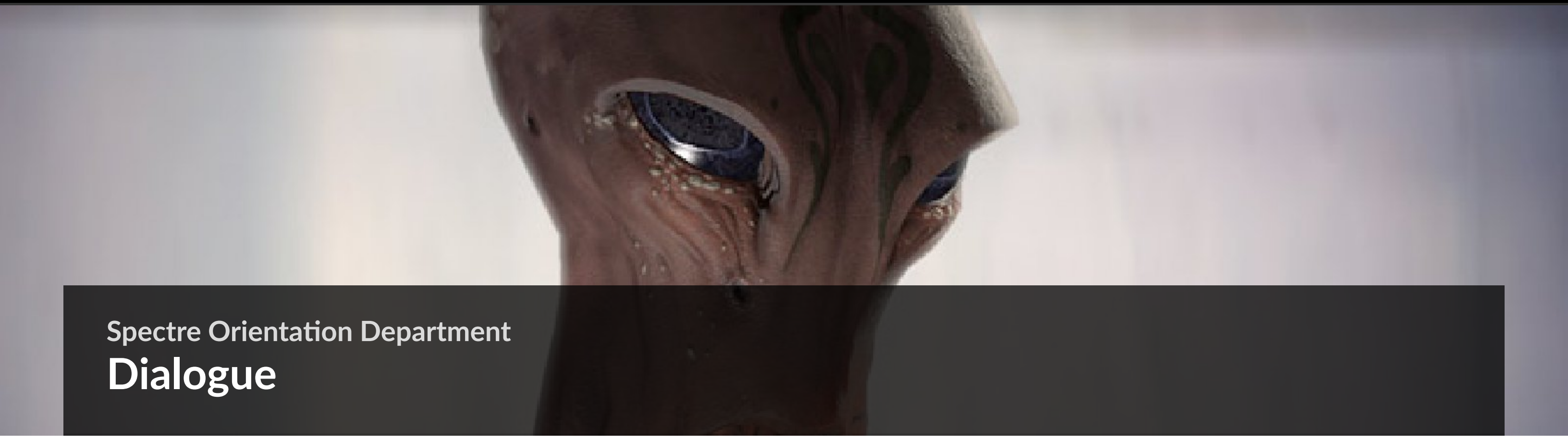
Each moral scale is broken into five segments (these are the above-mentioned progression points). Each of those points on both scales has an associated reward.

At the beginning of a career, Shepard's Charm and Intimidate Talent bars (in the Squad screen) are short.

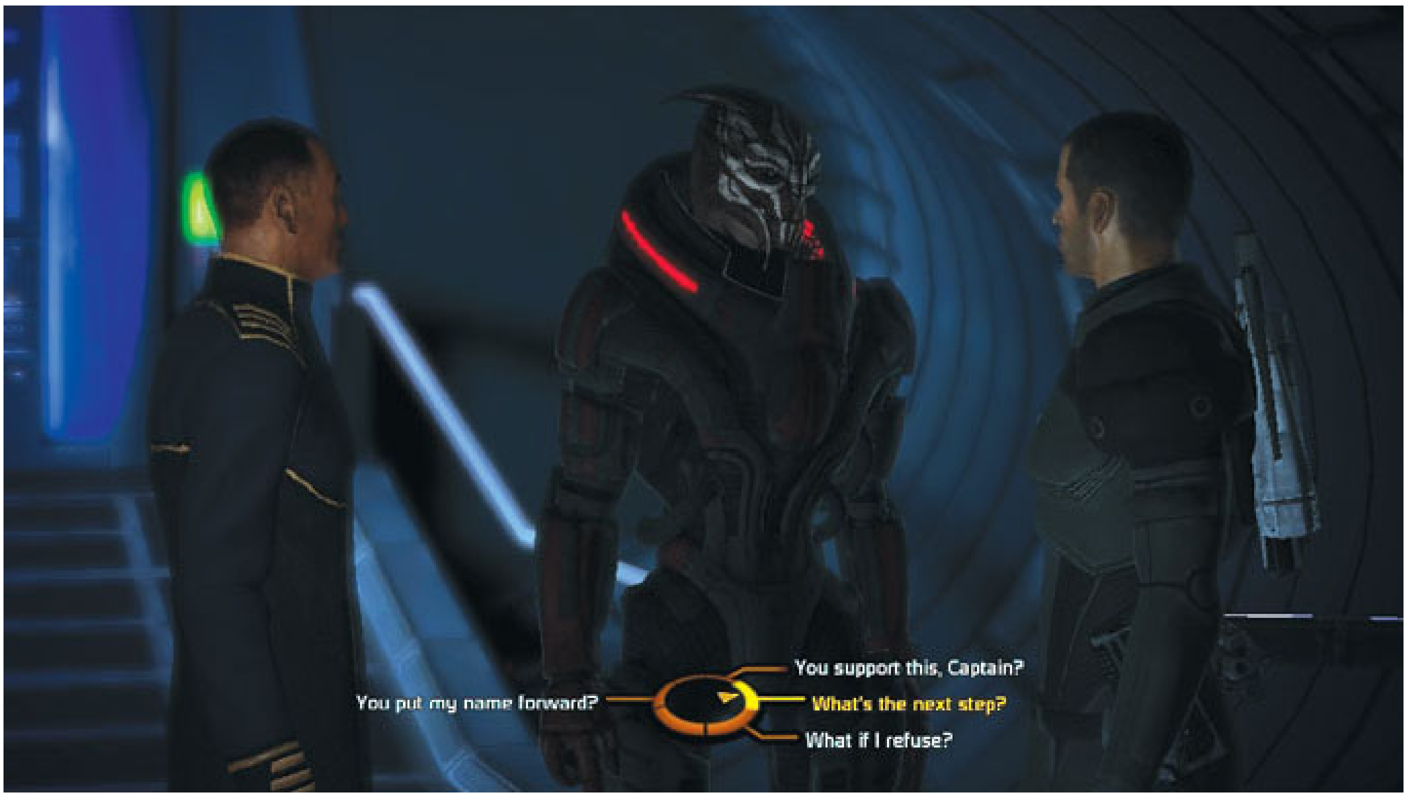
Additional spaces for further point allocation are unlocked by filling the Paragon or Renegade bars through your decisions made in conversations. Below is a summary of the bonuses achieved by filling each bar.

Progression Point Reward Summary

Percent of total bar filled	Paragon	Renegade
5%	Opens 2 Charm ranks, gives 1 free point in Charm	Opens 2 Intimidate ranks, gives 1 free point in Intimidate
25%	Opens 2 Charm ranks, gives 1 free point in Charm, 10% First Aid cooldown	Opens 2 Intimidate ranks, gives 1 free point in Intimidate, 10% Weapon Powers cooldown
50%	10% bonus health	1 health regeneration per second
75%	Achievement: Paragon, Opens 2 Charm ranks, gives 1 free point in Charm, 5% shorter cooldown on all powers	Achievement: Renegade, Opens 2 Intimidate ranks, gives 1 free point in Intimidate, 5% damage/duration on all weapons and powers



Dialogue



When Alliance agents engage personnel and civilians alike in conversation, the conversation is directed by efficient use of the dialogue wheel.

Verbal options (and sometimes actions speak louder than words!) are presented around the outside of the wheel. You choose one after you have weighed the options.

Dialogue choices on the right side of the dialogue wheel steer the conversation towards a quick conclusion. Dialogue options on the left side of the wheel draw out a conversation and possibly yield more information.

There is another relationship you must note if you want to make quick choices during conversations: top-left (Paragon Charm lines) and top-right dialogue options are friendly and positive, while bottom-left (Renegade Intimidate dialogue lines) and bottom-right dialogue options are usually dismissive, curt, or even openly hostile toward the person with whom you're speaking.

Note

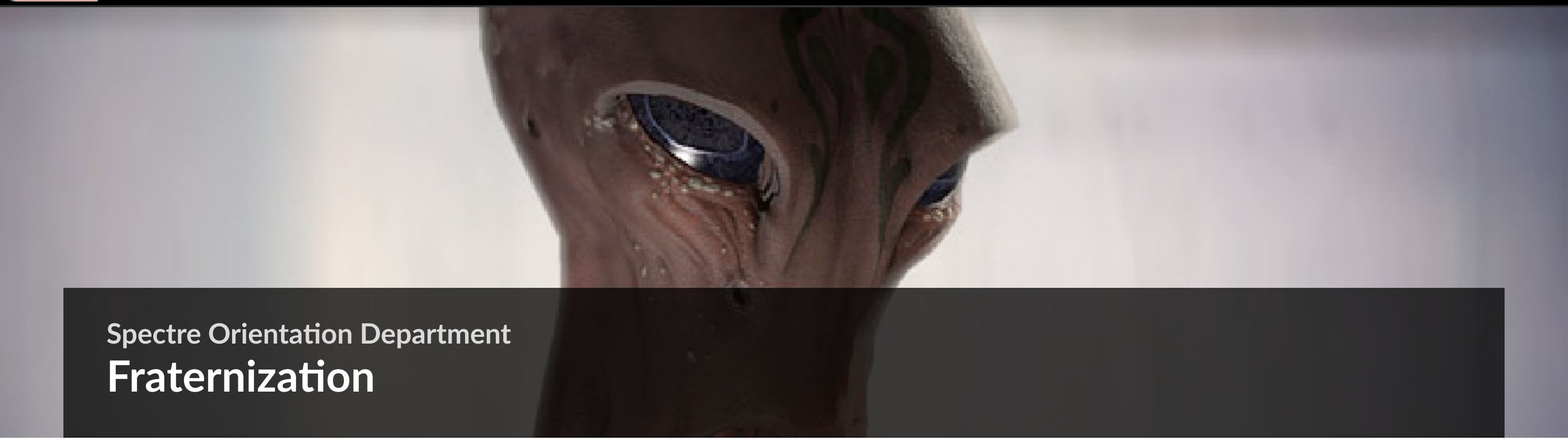
Not all Paragon and Renegade morality points are earned through Charm or Intimidate Talents.

The largest renegade and paragon gains are obtained through regular conversation (such as sparing the Rachni Queen) or through action (such as killing all of the Zhu's Hope colonists).

In rare instances, an action (which speaks louder than words) replaces one of the dialogue options and makes the scene more intriguing and enjoyable for some.

For example; you could be talking to a demeaning Alliance Fleet Officer and have a dialogue option to respond in a polite and respectful manner or you could unholster your sidearm and shoot him in the knee.

He'd likely get the point without you having to utter a single syllable. Dramatic instances like the one above can readily be appraised by considering your immediate choices in a conversation and recognizing where the options are positioned around the middle of the dialogue wheel.



Spectre Orientation Department

Fraternization

The Alliance charter applies specifically to commanding officers and serving crew members and strictly prohibits fraternization on board Alliance vessels and in their away teams.That said, the Alliance Command is a very busy organization.

Should an agent decide to pursue romantic interests with certain crew members or allied agents, command will likely turn a blind eye, allowing the agent to lead a somewhat normal life despite the obvious pressures of being humanity's potential savior.

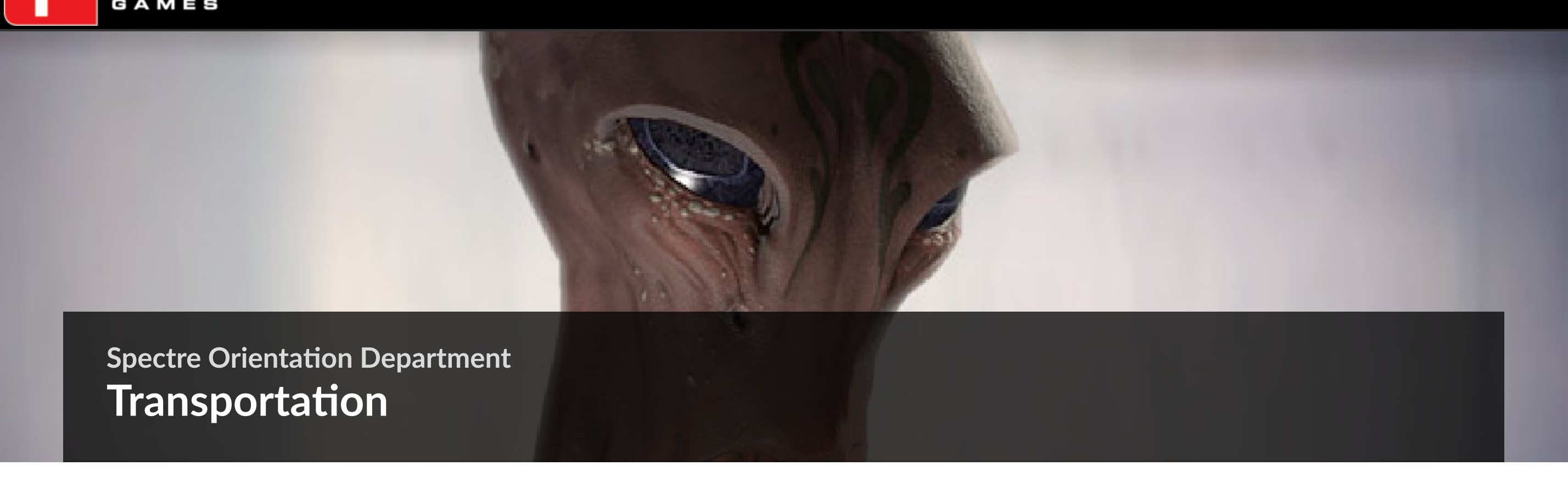
Romantic subplots (considered sidequests) are controlled by creative dialogue choices with key characters, and as romances are kindled, they can also be abruptly cancelled by saying the wrong thing to the wrong person at the wrong time.

As such, agents who show generosity and compassion toward their squad members may be more successful in pursuing romances. Agents who are rash and rude to their squad may be very lonely indeed.

A male Shepard agent is able to actively pursue romantic subplots with Ashley Williams or Liara T'Soni. A female Shepard agent is able to pursue subplots with Kaidan Alenko or Liara T'Soni (Asari can mate with either sex of any species).

Tip

Each time you finish a world in the main storyline, check in with the object of your affection on the Normandy to begin the next stage in the romance.



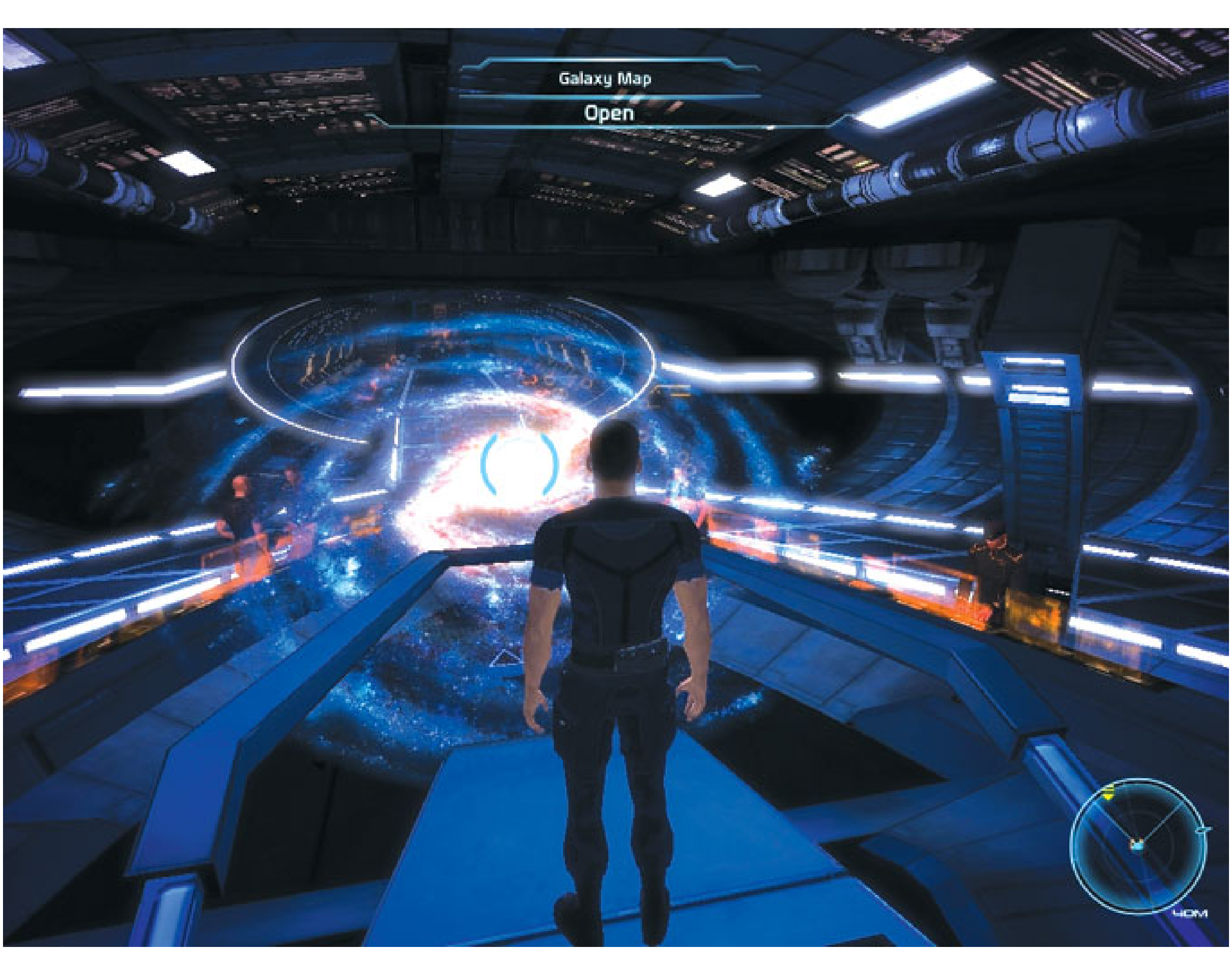
Spectre Orientation Department

Transportation

Interstellar Travel on the SSV Normandy

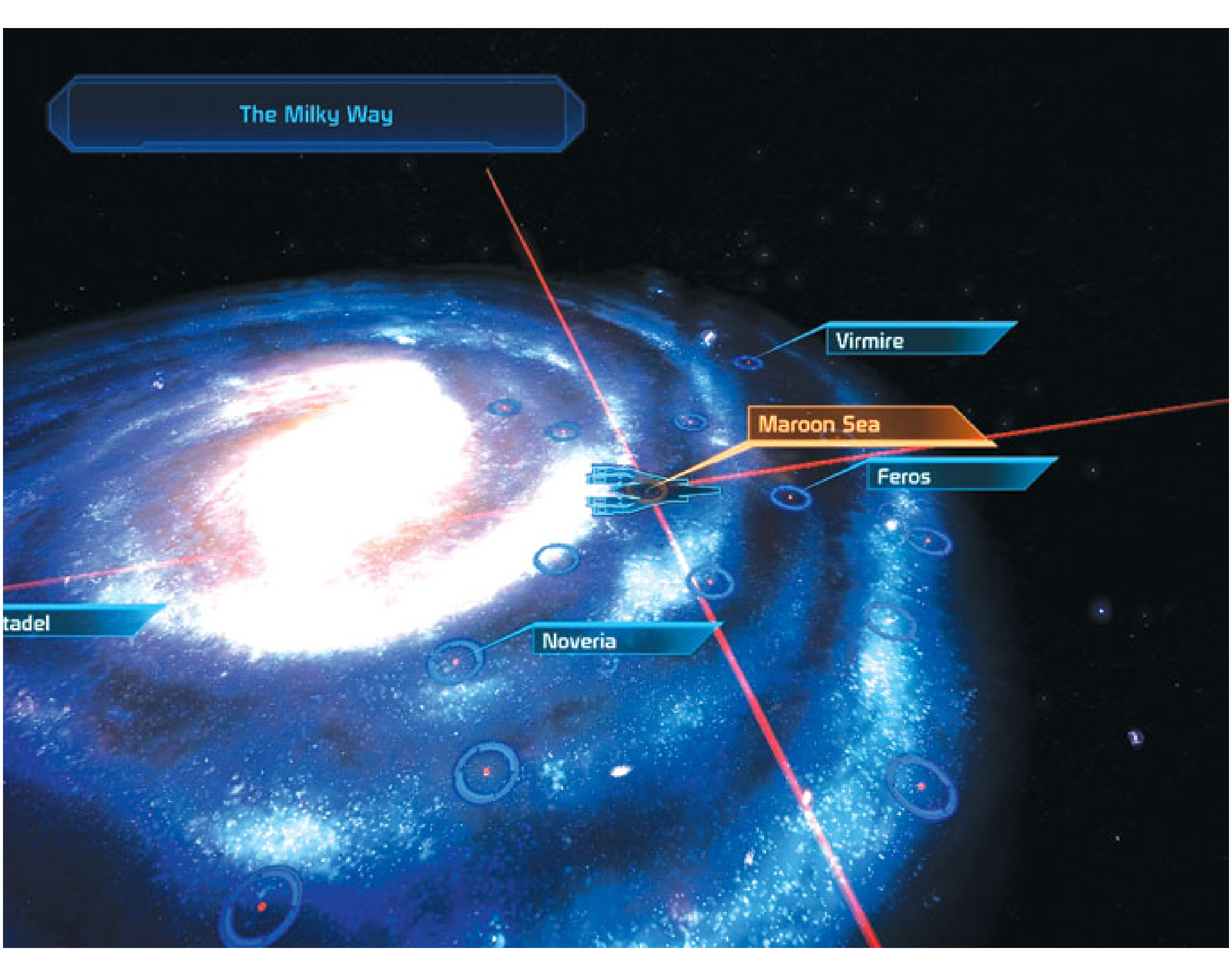
You are commanding officer of the prototype Systems Alliance starship SSV Normandy, with unique stealth technology to allow the ship to disappear from scanners against the deep cold of space.

Developed in cooperation with the turians, the Normandy is equipped with state-of-the-art navigation systems and mass effect FTL drives. Using the mass relays, it can travel to far-reaching sectors of Citadel Space in mere moments.

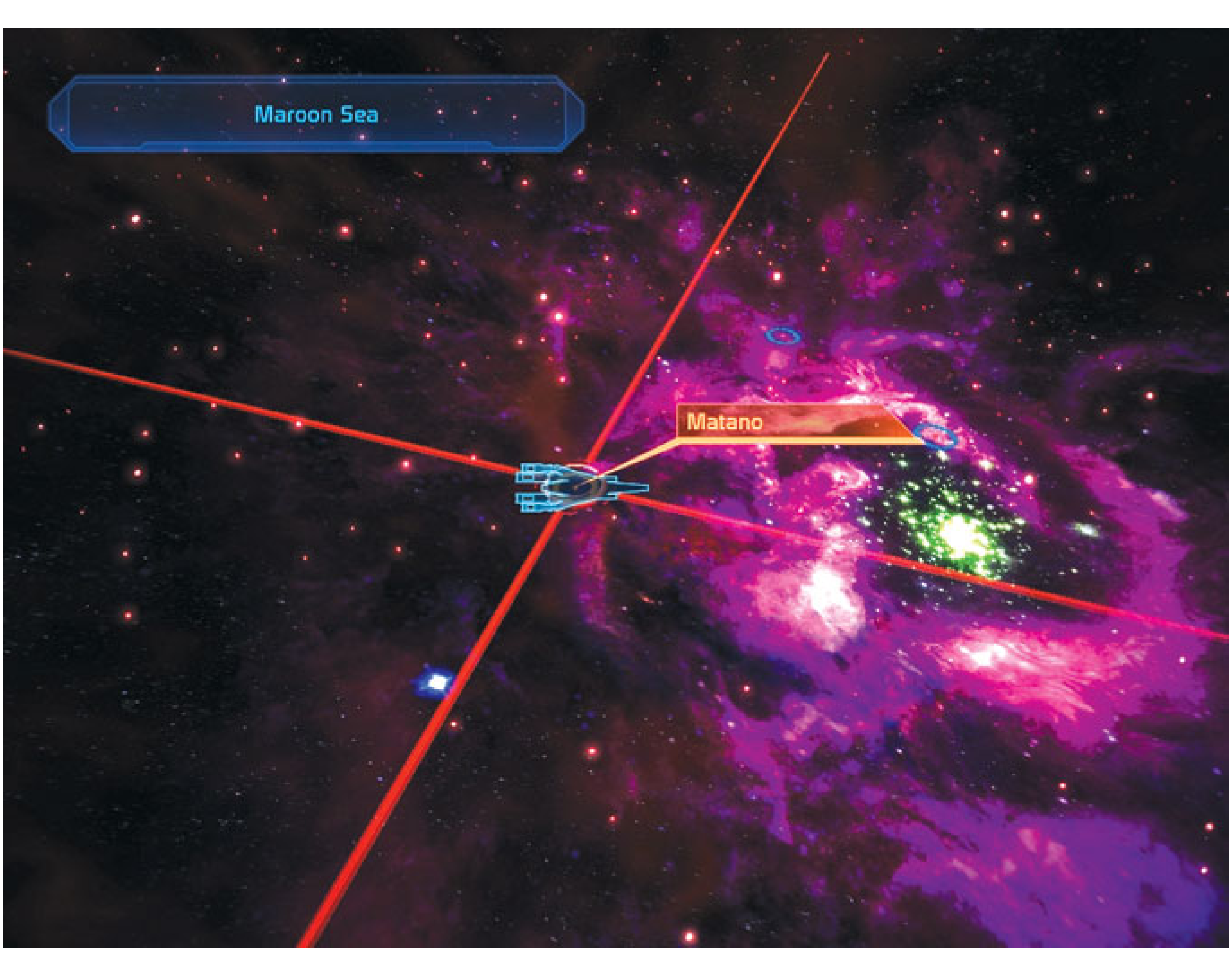


SSV Normandy's Galaxy Map Interface in the Combat Information Center.

The Galaxy Map is where all navigation coordinates are determined and confirmed by the Commanding Officer, or CO; orders are then automatically sent to the Normandy's pilot, Joker, for execution. All levels of galactic navigation information are available from this deck, including separate views for galaxy, cluster, system, and orbital.



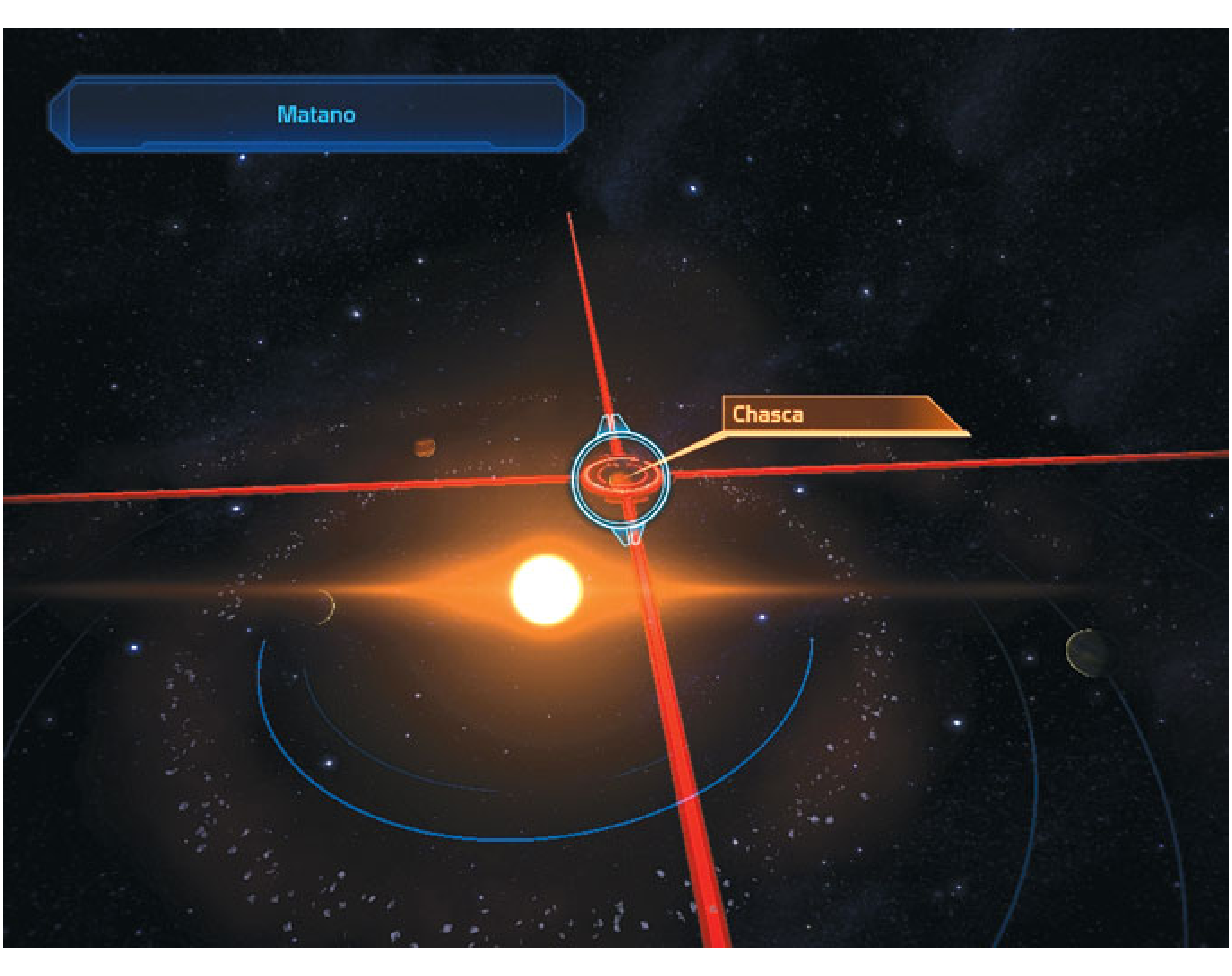
Galaxy View—Displays all currently known star clusters.



Cluster View—Displays all currently known solar systems within the selected star cluster.

Note

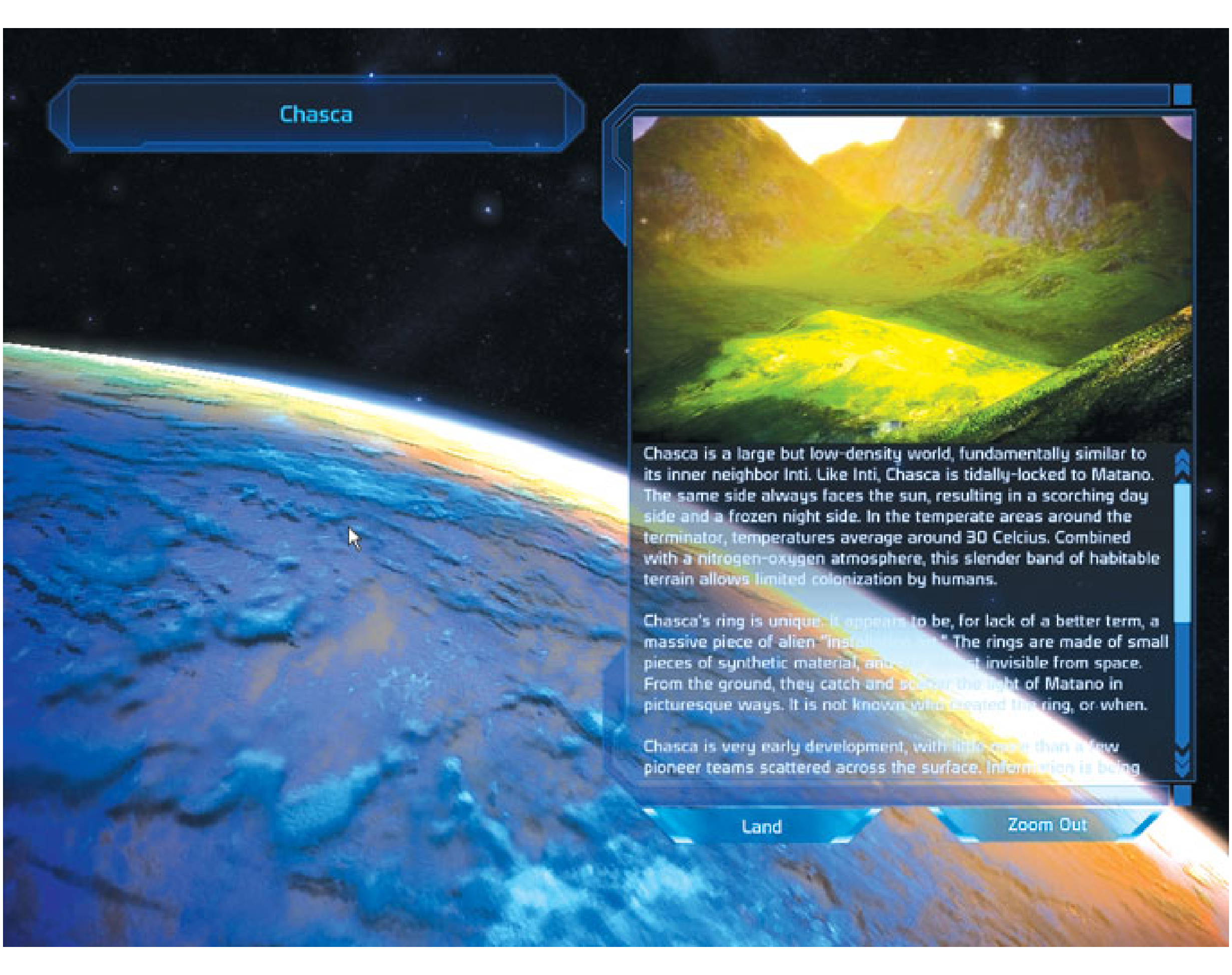
The Normandy must be inside a given star cluster to enable detailed System and Orbital views.



System View—Displays an overview of an entire star (solar) system and all the orbiting planetary bodies, asteroid belts, or vessels.

Tip

Sometimes objects are hidden in orbits within asteroid belts. Manual scanning with the map's targeting reticle reveals any object not automatically appearing on sensors.



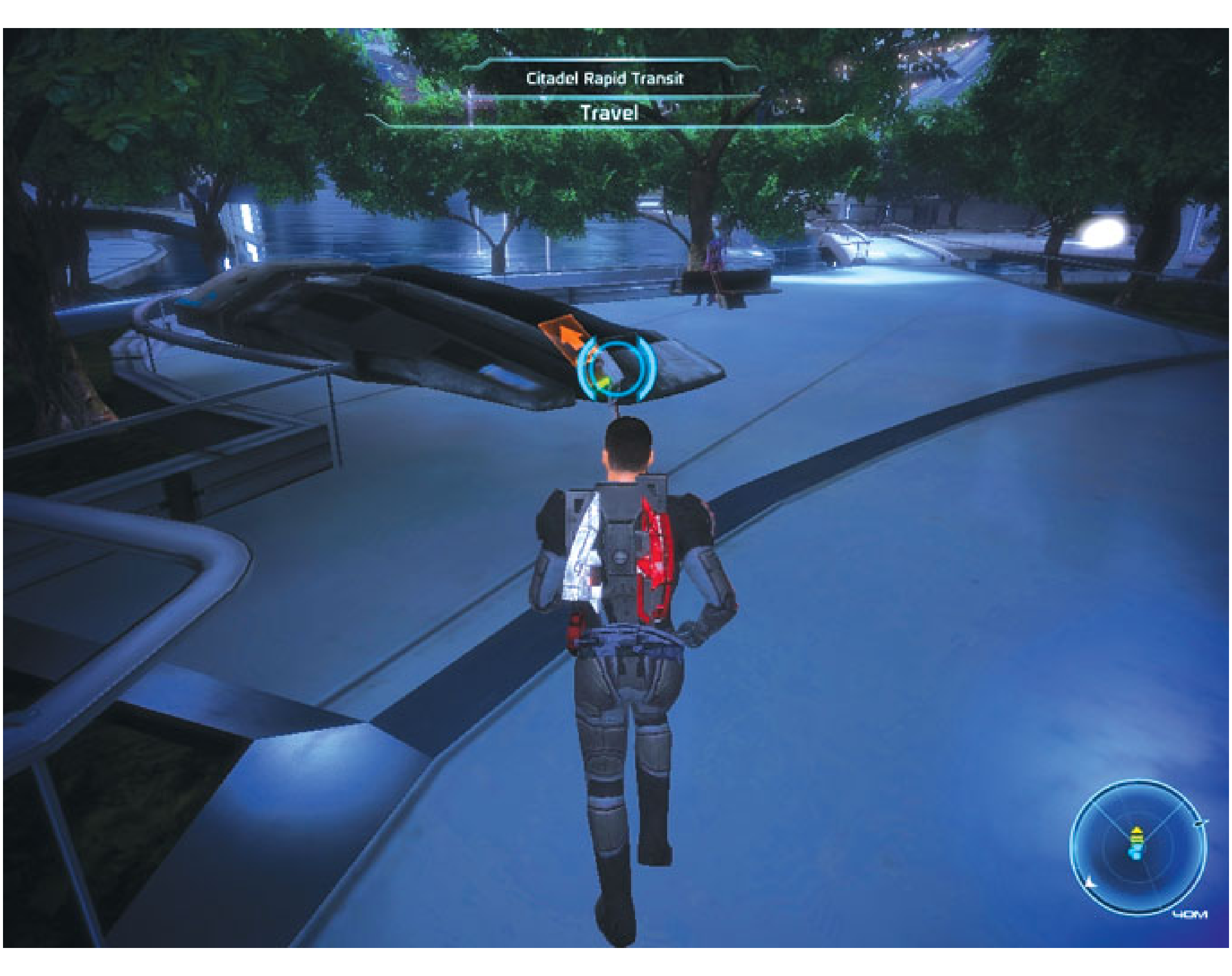
Chasca is a large but low-density world, fundamentally similar to its inner neighbor Inti. Like Inti, Chasca is tidally-locked to Matano. The same side always faces the sun, resulting in a scorching day side and a frozen night side. In the temperate areas around the terminator, temperatures average around 30 Celcius. Combined with a nitrogen-oxygen atmosphere, this slender band of habitable terrain allows limited colonization by humans.

Chasca's ring is unique. It appears to be, for lack of a better term, a massive piece of alien "ins[illegible]." The rings are made of small pieces of synthetic material, and [illegible] invisible from space. From the ground, they catch and sc[illegible] the light of Matano in picturesque ways. It is not known who created the ring, or when.

Chasca is very early development, with little more than a few pioneer teams scattered across the surface. Information is being

Orbital View—This is the highest level of detail viewable from orbit, alongside background information from the Alliance's database.

Citadel Rapid Transit



While on the Citadel, the squad should take advantage of the Rapid Transit System. After the stations have been located, you can quickly travel between them, thus decreasing wear and tear on Alliance standard-issue footwear.

Transit terminals can be found in the following locations:

Presidium Stations:

Citadel Tower
Embassies
Consort Chambers
Wards Access
Financial District

Wards Stations:

C-Sec
Flux
Chora's Den
Med Clinic
Markets

Ground Transportation

Many planets in the known galaxy are considered "safe" to land on, but ground teams are always advised to use caution when exploring new territory due to various levels of environmental hazards.

To ease ground transportation and expedite planetary exploration, your squad is given access to the M35 Mako, a highly advanced all-terrain troop transport armed with both a long-range Gatling gun and a scoped, high-velocity cannon for eliminating opposition from a distance.

The Mako is controlled with [W], [A], [S], [D] for direction and acceleration/braking. The mouse controls the camera that aims the vehicle's gun sights to engage enemy targets.

The right mouse button fires the Mako's cannon and the left mouse button fires the Gatling gun. Use [shift] to zoom, allowing the Gatling gun and cannon to fire on distant targets accurately.

The Mako is outfitted with aggressive internal gyroscopes to assist in keeping it "wheels down." Even in the most harsh conditions, it's nearly impossible to flip a Mako on its roof.

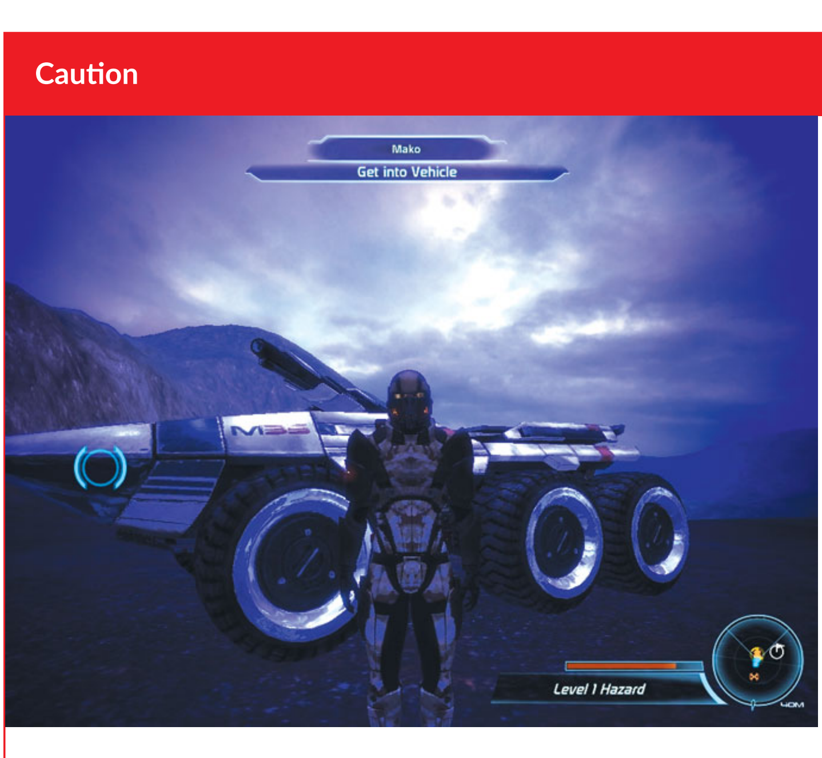
Its inherent self-righting capability is also improved by the addition of six booster rockets that deploy limited bursts of high intensity-short duration blasts to lift the Mako up to approximately 20 feet off the ground.

The booster rockets (sometimes known as "jump jets") are ignited by pressing [spacebar] and using them effectively can help you get through rough terrain and, during confrontations, can maneuver more defensively to avoid enemy fire.

When the squad arrives at its destination—be it enemy outposts, alien artifacts, or survey locations—press [Q] to exit the Mako and continue toward your objectives.

When ground operations are completed, the squad must re-enter the Mako by pressing [E] to prepare for extraction by the Normandy. To signal for extraction while inside the Mako, press [N] to have Joker touch down and pick you up.

Caution



Beware of planets with environmental hazards. Scanners indicate the level and type of hazard on the HUD (i.e., Type 2 Heat Hazard) as displayed on the Hazard Bar while on the planet's surface.

Any time the squad leaves the Mako while exploring alien worlds they risk taking environmental damage.

Level 1 hazards are only moderately dangerous while level 2 hazards are harmful—the severity of the hazard determines how many seconds you can spend outside the Mako's protective environment before the squad dies of exposure.

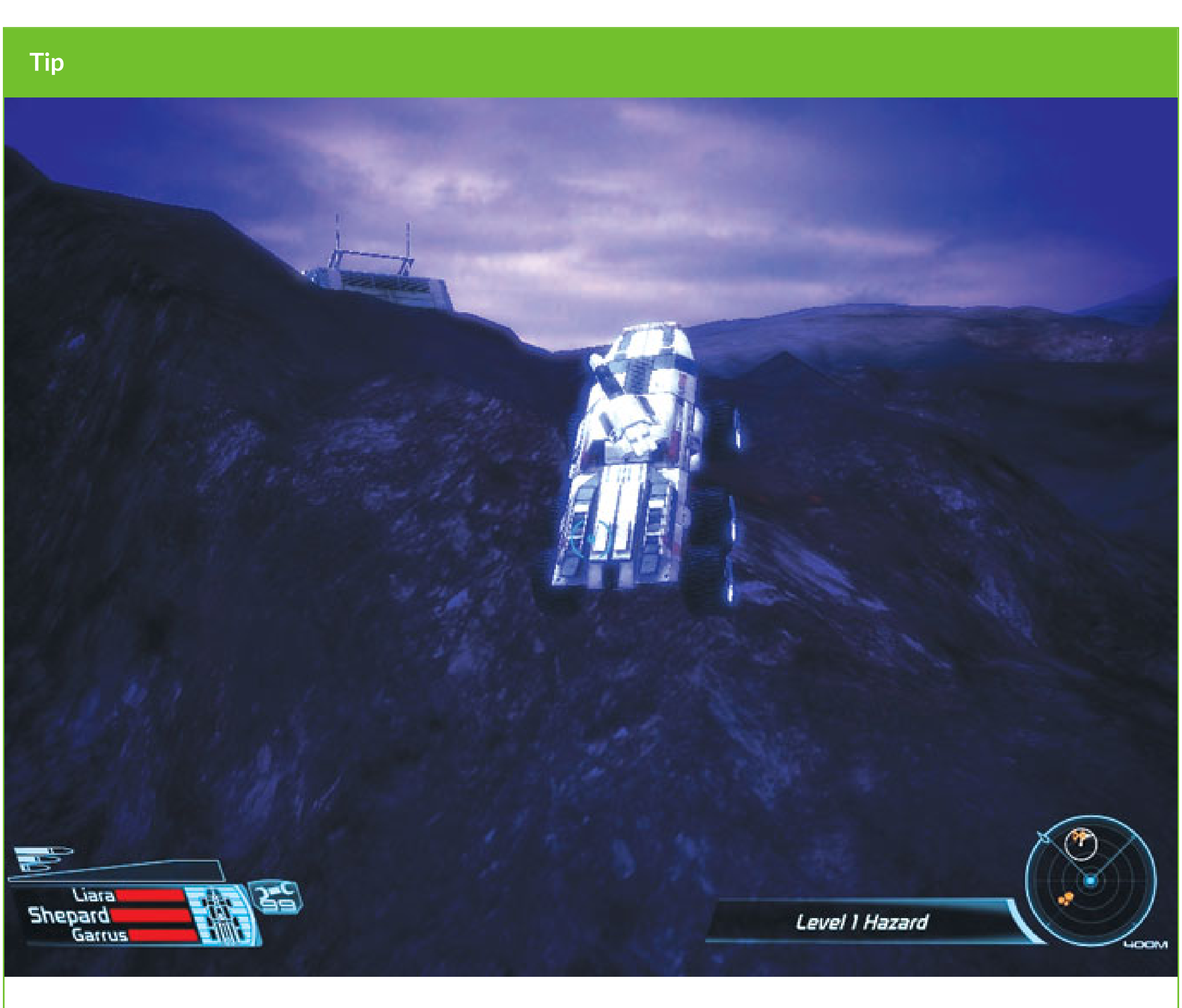
Tip

When exploring planets with extreme environmental hazards, stay close to the Mako when on foot to extricate the squad immediately when they're taking severe exposure damage.

Tip

All armor manufactured by Devlon protect against environmental hazards. When exploring planets with extreme environmental hazards, it would be wise to equip Shepard and the squad with this armor. With such protection, the hazard timer will not count down.

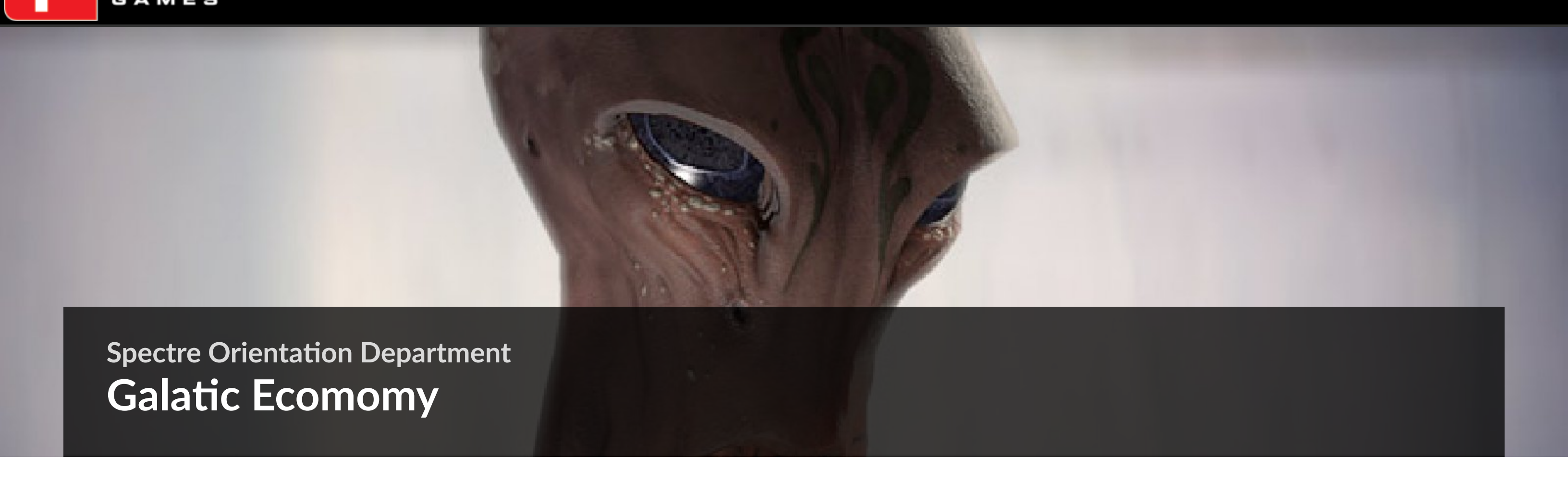
Tip



The Mako is capable of navigating even the most difficult terrain, but the path of least resistance is always faster. (The flatter the better!)

If you must move through rough terrain, keep to the lowest and flattest paths through the area to keep all six wheels on the ground and providing traction. In rough terrain, use the booster rockets to launch the Mako off high points to clear small gaps.

The Mako can slowly crawl on incredibly steep, sheer rock faces with angles of up to 60 degrees if you choose your routes carefully and traverse cross-slope. But keep the wheels on dirt or vegetation to maintain higher traction.



Spectre Orientation Department

Galatic Ecomomy

The galactic economy is based on credits as currency and omni-gel as a valued resource.

Credits

Low Stakes Quasar
Play

There are always people looking for hired help, in exchange for a few easy credits, of course.

The primary galactic economy is an open market system based on the credit currency. Credits are used for all purchases regardless of the agent's location across many systems.

Your credit account is easily accessible by those wishing to provide payment for services rendered, such as helping them find someone important to them or protecting them in times of crisis.

Galactic citizens are usually generous when offering rewards, but the credit amounts vary wildly from a mere pittance to an impressive bounty, depending on the value of the agent's services to the person in question. (It's also based on the agent's experience level!)

Credits are earned in the following ways:

- Selling collected items to stores (for starters, the sell price is 15 percent of the buy price until Charm and Intimidate abilities improve that relationship)
- Killing any opponent
- Collecting from treasure containers
- Completing missions and assignments (reward based on difficulty)

Tip

There are many credits to be gained by selling undesirable equipment found or won in battle, but by far the most lucrative assignments are conducting mineral surveys for the Alliance. Large deposits of rare ore can bring in of thousands of credits per survey!

Omni-Gel

- Omni-gel is a valuable resource gained by liquidating items in the inventory or salvaging items in the field. You gain 4 omni-gel with each salvaging.

Omni-gel is a multipurpose resource specific to synthetic or technology-based objectives. It can be used in a wide variety of situations where credits are useless, such as repairing the Mako during ground missions, overloading a security system, or rebooting a mainframe.

Tip

It takes time to accumulate large quantities of omni-gel so don't use it lightly. It's best to be very stingy with it so you've got enough when you really need it (such as rebooting the VI Mira on Noveria).

Tip

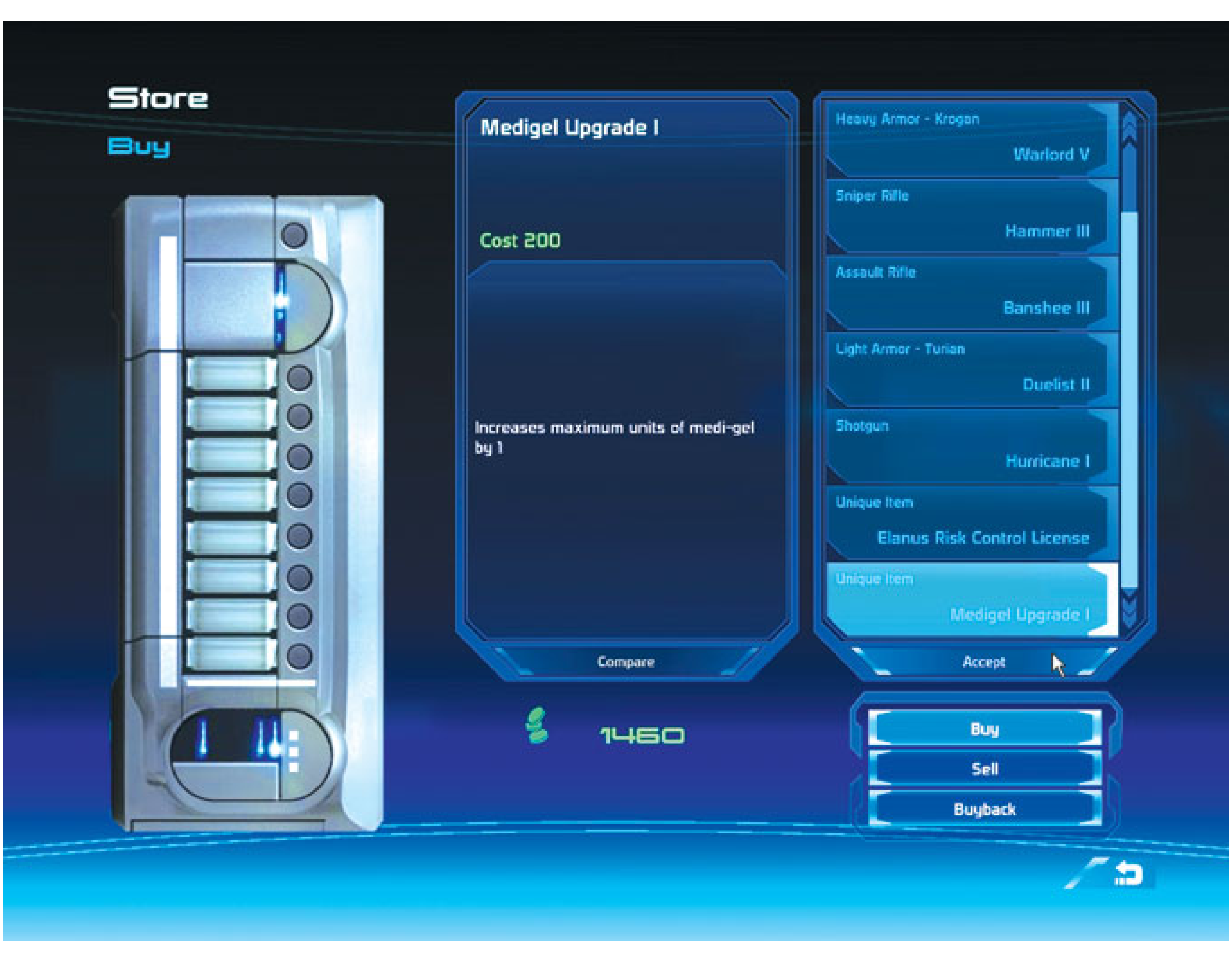
All excess gear can be liquidated into small quantities of omni-gel by selecting the item in the Equipment screen. Left click the omni-gel button to convert the selected item. Try to liquidate low-level items first, since they are worth fewer credits.

Stores

I need supplies.
I should go.

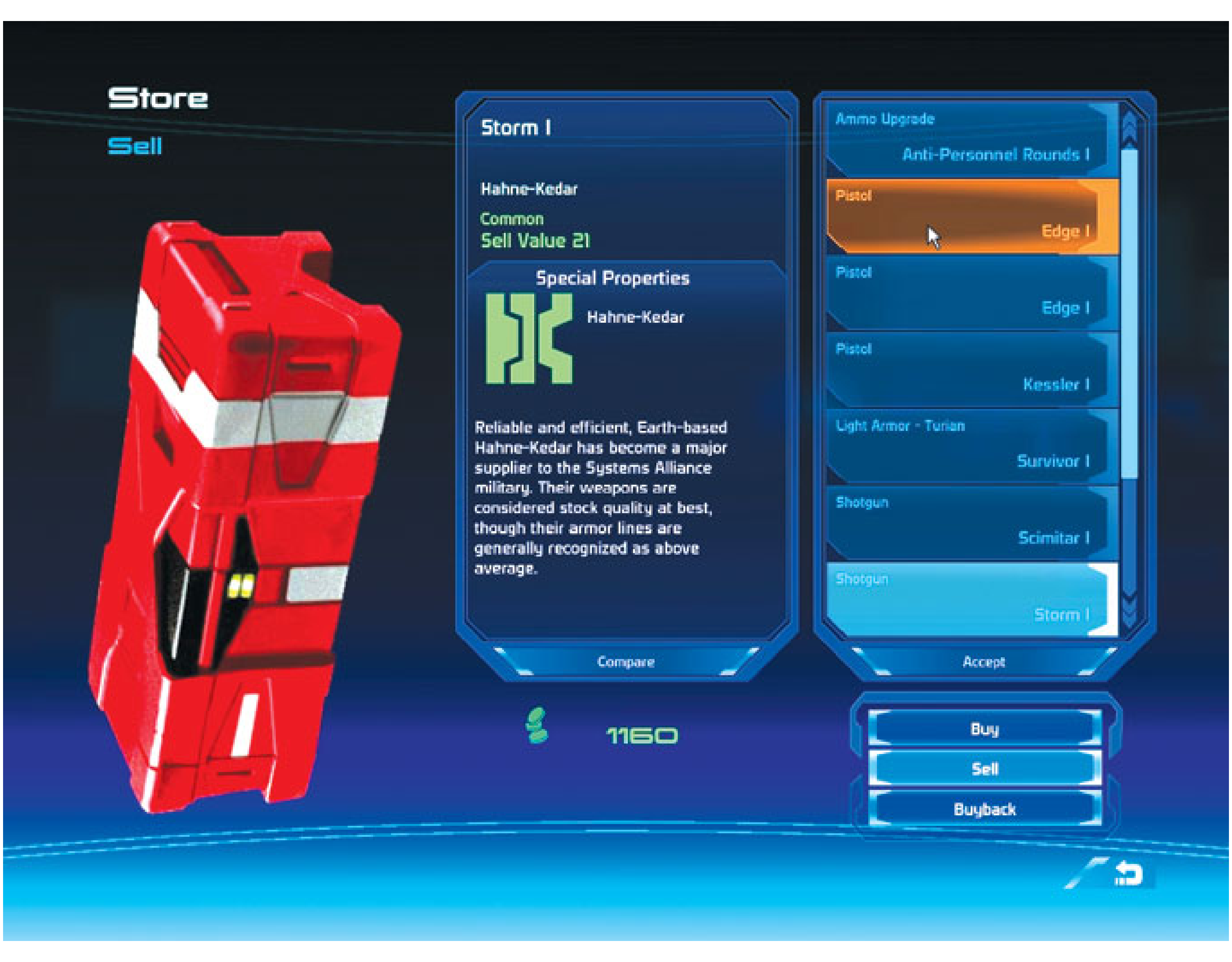
Every major spaceport is complete with a store or two where you can purchase new weapons, upgrades, licenses, and more to outfit the squad appropriately for its next mission. Make it a habit to visit all the local stores to learn about the latest gear releases from various manufacturers.

The inventory of equipment and weapons found in stores is directly linked to your agent's experience level. Hence, as the agent reaches higher levels, increasingly advanced weaponry and gear become available (refer to the next section on manufacturer licenses).


Store
Buy
Medigel Upgrade I
Cost 200
Heavy Armor - Krogan
Warlord V
Sniper Rifle
Hammer III
Assault Rifle
Banshee III
Light Armor - Turian
Duelist II
Shotgun
Hurricane I
Unique Item
Elanus Risk Control License
Unique Item
Medigel Upgrade I
Compare
Accept
1460
Buy
Sell
Buyback

Increases maximum units of medi-gel by 1

Charming agents will get a bit of a discount, but even 10 percent off won't make much difference when purchasing X level gear.


Store
Sell
Storm I
Hahne-Kedar
Common
Sell Value 21
Special Properties
Hahne-Kedar
Ammo Upgrade
Anti-Personnel Rounds I
Pistol
Edge I
Pistol
Edge I
Pistol
Kessler I
Light Armor - Turian
Survivor I
Shotgun
Scimitar I
Shotgun
Storm I
Compare
Accept
1160
Buy
Sell
Buyback

Reliable and efficient, Earth-based Hahne-Kedar has become a major supplier to the Systems Alliance military. Their weapons are considered stock quality at best, though their armor lines are generally recognized as above average.

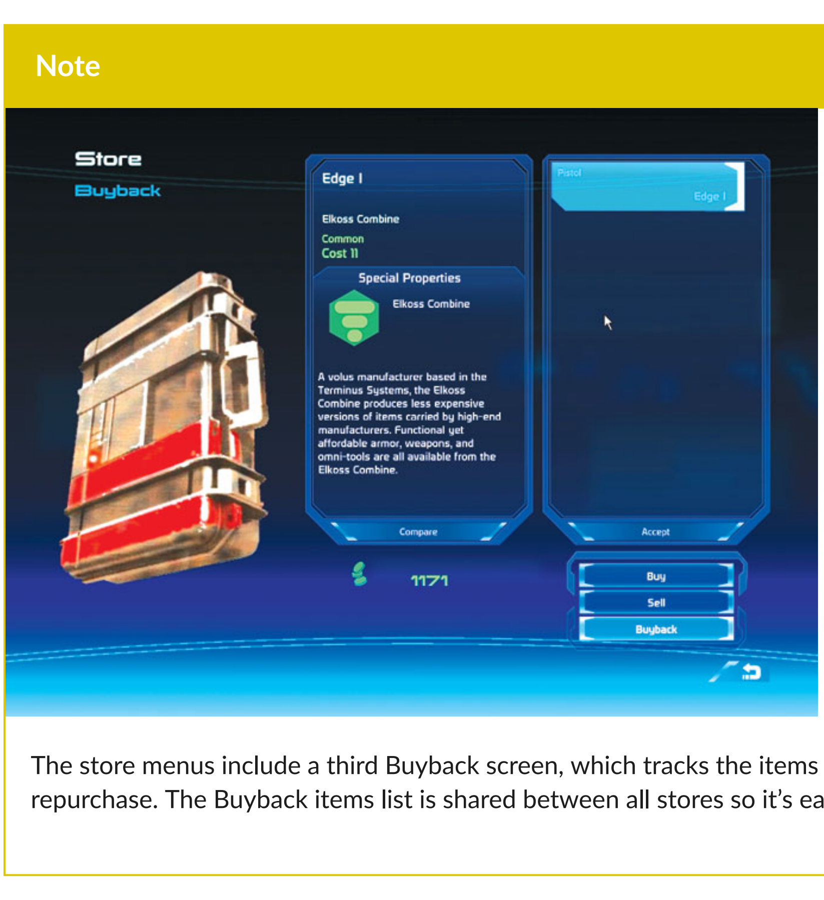
Sell price is typically 15 percent of the buying price, but intimidating agents can often bully a better deal from the shopkeepers.

Tip

When browsing through a store's inventory, shrewd agents pay particular attention to the item's rarity, which is displayed above its cost or sell price (depending whether you're in the Buy or Sell screen).

Common items are cheap, but limited-edition items are expensive, and unique items are worth their weight in gold, as they only show up in stores once. When they're bought, you'll never see them again in that store.

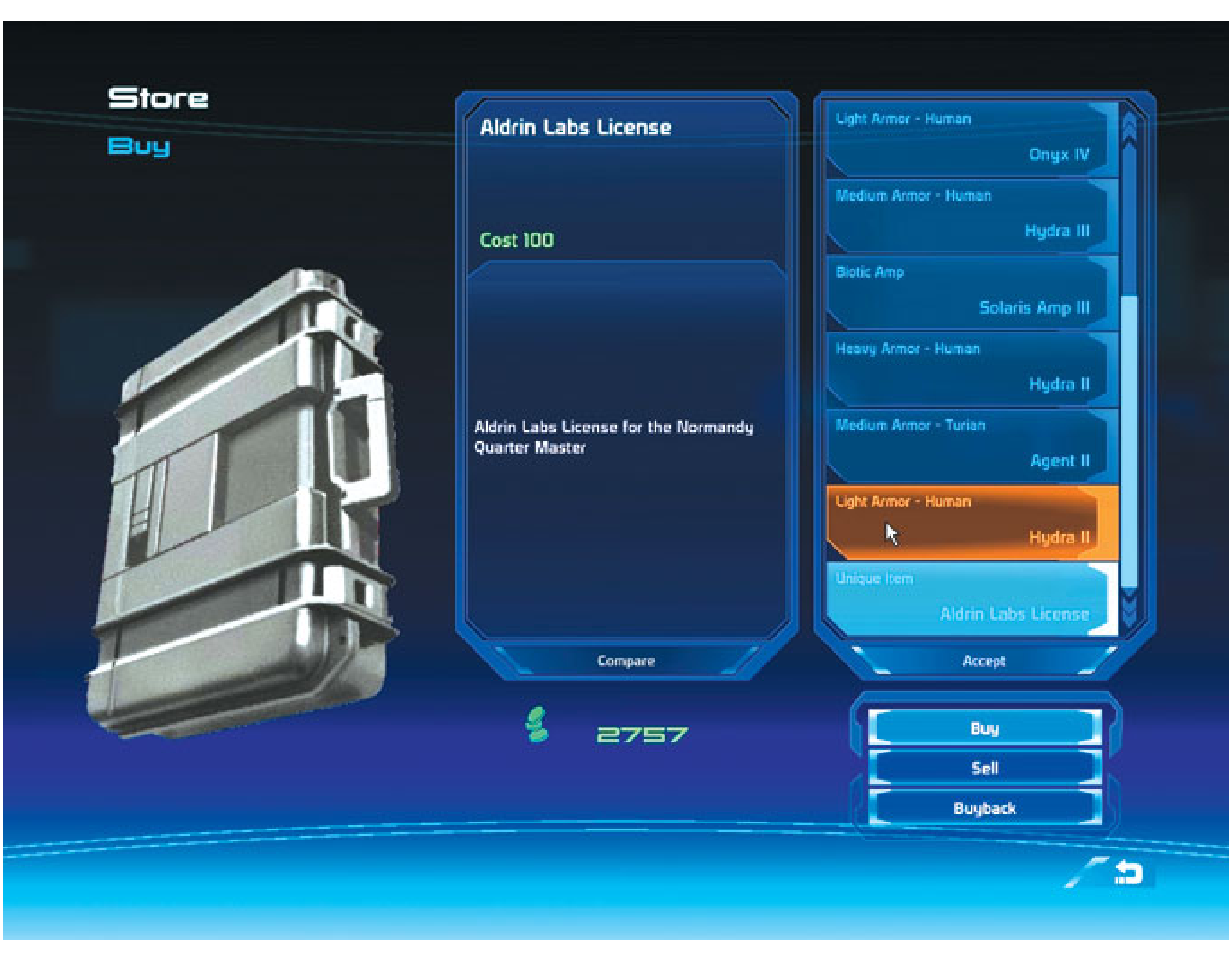
Note


Store
Buyback
Edge I
Elkoss Combine
Common
Cost 11
Special Properties
Elkoss Combine
Pistol
Edge I
Compare
Accept
1171
Buy
Sell
Buyback

A volus manufacturer based in the Terminus Systems, the Elkoss Combine produces less expensive versions of items carried by high-end manufacturers. Functional yet affordable armor, weapons, and omni-tools are all available from the Elkoss Combine.

The store menus include a third Buyback screen, which tracks the items you've sold to stores and might want to repurchase. The Buyback items list is shared between all stores so it's easy to get back items you wish you hadn't sold.

Manufacturer Licenses


Store
Buy
Aldrin Labs License
Cost 100
Light Armor - Human
Onyx IV
Medium Armor - Human
Hydra III
Biotic Amp
Solaris Amp III
Heavy Armor - Human
Hydra II
Medium Armor - Turian
Agent II
Light Armor - Human
Hydra II
Unique Item
Aldrin Labs License
Compare
Accept
2757
Buy
Sell
Buyback

Aldrin Labs License for the Normandy Quarter Master

Anyone wishing to purchase advanced weaponry and equipment on board the Normandy must first purchase a requisitions license for every specific manufacturer.

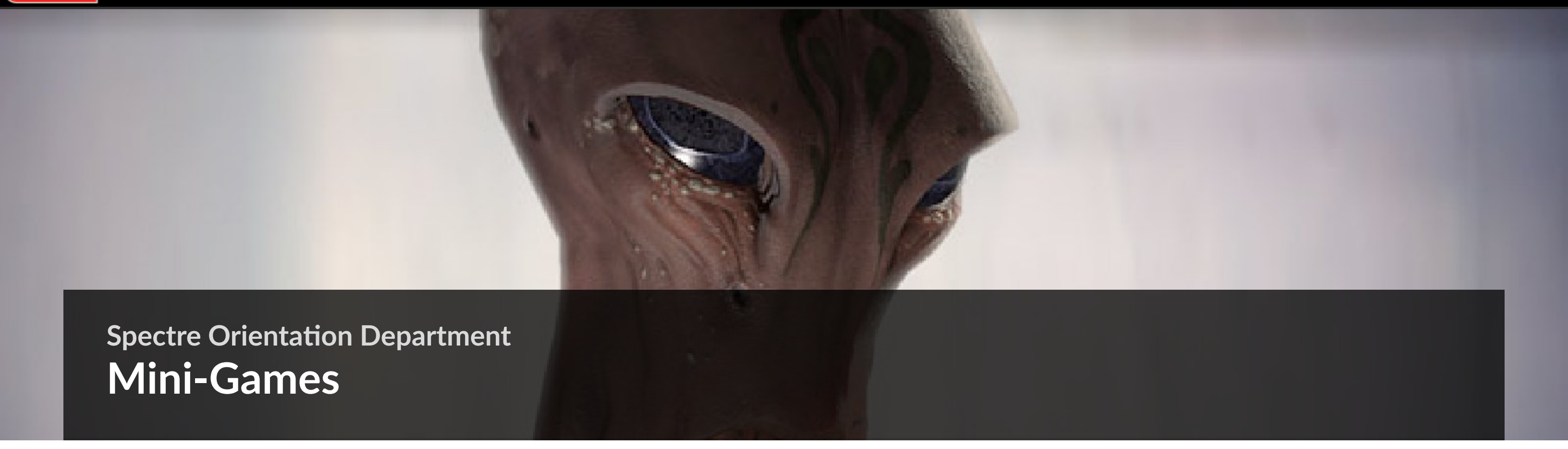
Some licenses are quite common but some are from highly secretive or hard-to-find manufacturers located across the galaxy. Agents should make the collection of all licenses a high priority so they may equip themselves and their squad with the best gear available.

Agents should visit all shops regularly to find and purchase any available manufacturer licenses, which can range from 100 credits for common licenses to 30,000 credits for rare or hard-to-get licenses.

The next time you visit the Normandy's Requisitions Officer, you can purchase items by the new manufacturers from the convenience of your own ship.

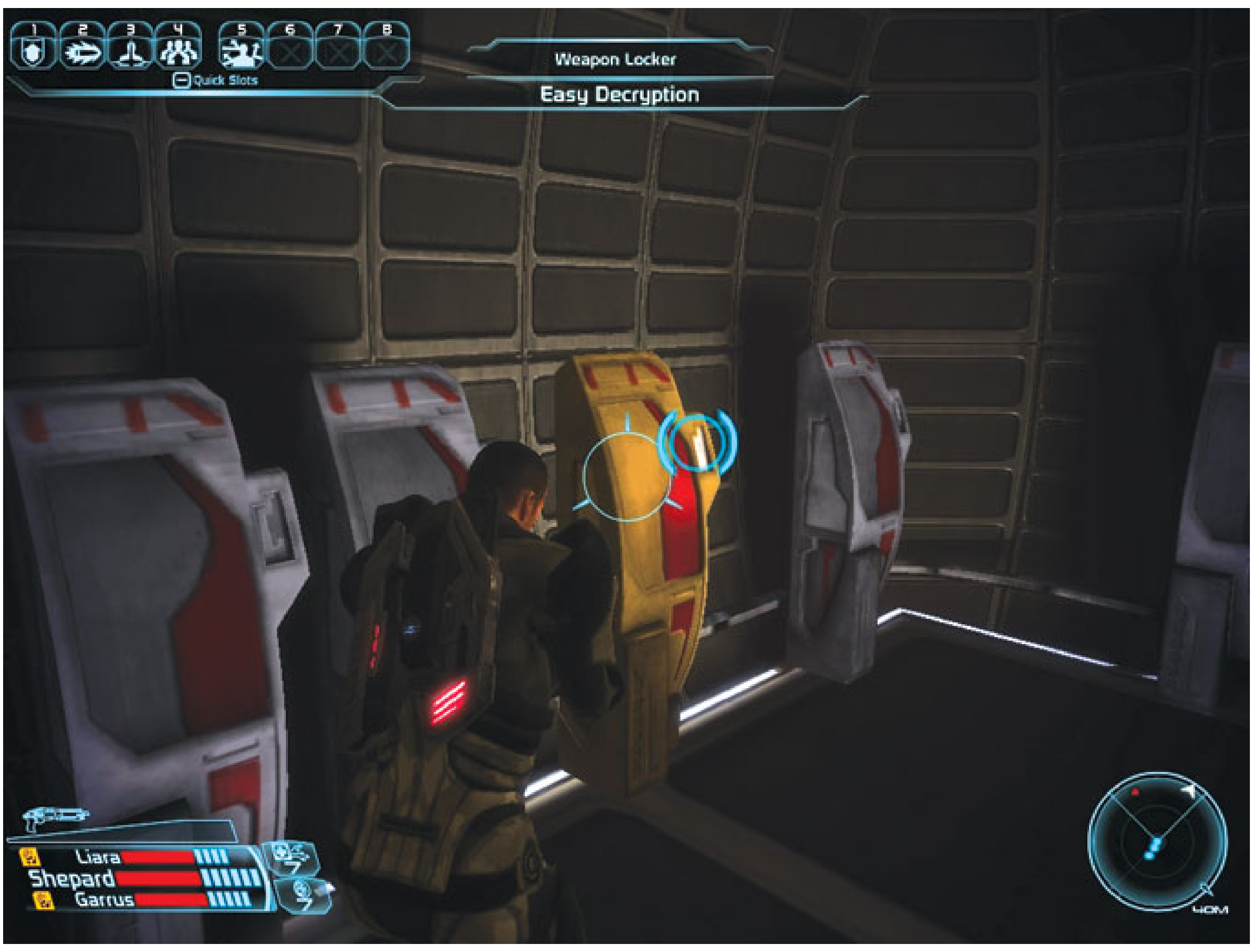
Note

A complete list of manufacturers can be viewed in an upcoming section of this guide: Combat.



Spectre Orientation Department

Mini-Games



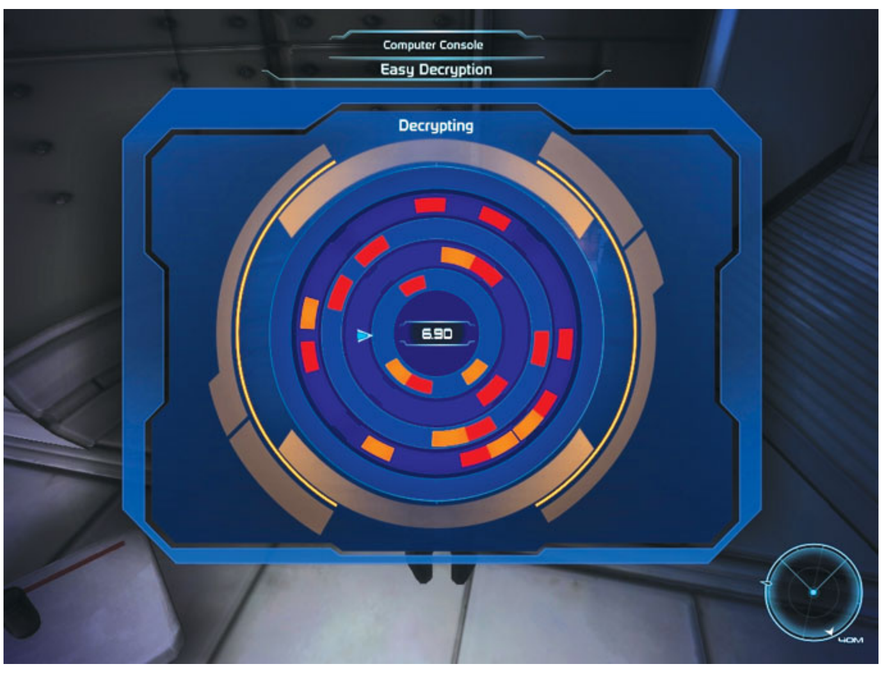
In addition to a wide diversity of missions and assignments, agents discover various types of tasks/games that must be completed to achieve certain objectives (or that may just have pure entertainment functionality) in such forms as:

- Electronic Locks
- Security Systems
- Gambling Machines
- Mineral Surveys
- Recovering Artifacts
- Salvaging Wrecks
- Critical Mission Objectives

When presented with a mini-game, a separate HUD interface displays on screen. There is a series of concentric rings around a central timer.

A triangular blue cursor sits outside of the rings, and stationary orange blocks and moving red blocks line the rings. Use the arrow keys or move the mouse to maneuver the cursor past the blocks and into the timer before the timer expires.

The orange blocks only impede the cursor's progress, while the red blocks will return the cursor to the outer ring.



If you're successful, the task is completed and you collect a reward. If you fail to complete the task, you can usually gain a second chance by overriding the system with omni-gel.

The second chance is only available if you have enough omni-gel in your possession, so always keep a healthy supply on hand.

Tip

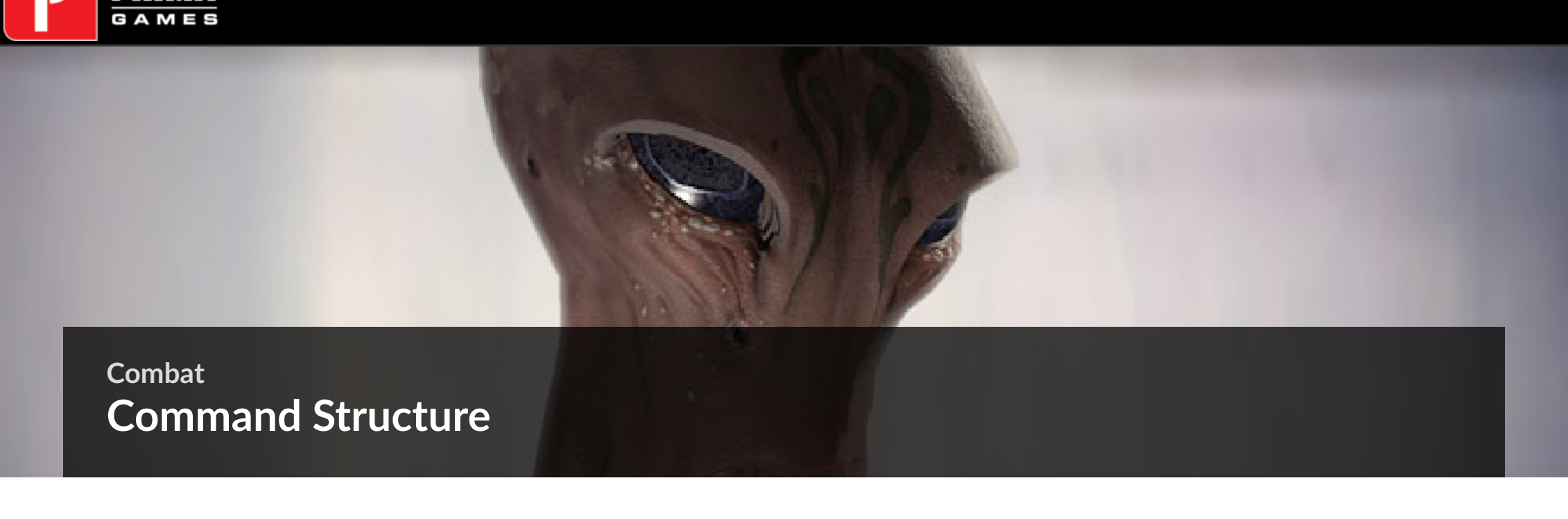
Always attempt to complete the mini-game on the first try. Then, if you fail, usually you've got a second chance in which you can use omni-gel (if you have enough!) to override the system and complete the conditions of the game.

If you find yourself short of omni-gel, enter the Equipment menu, liquidate some undesirable gear into omni-gel and come back to the minitask to collect the reward by overriding the system.

Tip

Keep track of all mini-game locations. Inevitably you'll find one that your squad doesn't have sufficient skill yet to complete, such as crashed space probes on alien planets.

When this occurs, you'll have to return when your agent's or squad member's associated Talents (e.g., Electronics and Decryption) are higher.



Combat
Command Structure

All Spectres will become well-versed in command structure during the natural course of their career. While giving orders is an important responsibility, it can't be taken lightly.

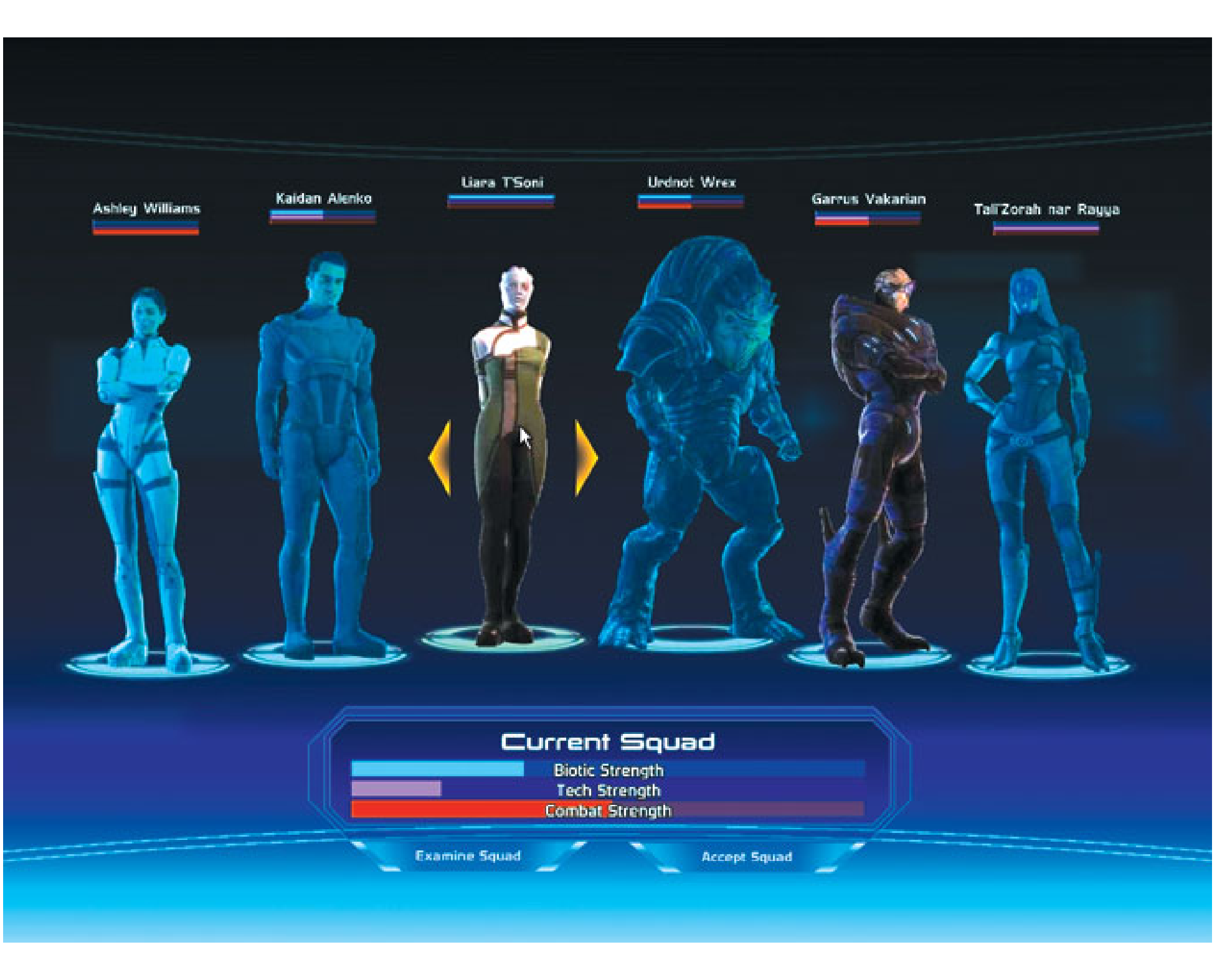
You must first be familiar with all aspects of combat intel before you are fully qualified to understand the causality of conflict situations.

Every action taken in battle could result in the loss of a squad member. Every carelessly-chosen response could cost you and your team tens of thousands of credits and fleeting opportunities to follow valuable leads.

An informed Commanding Officer (CO) will undoubtedly have a long and productive career. Now let's get into the logistics of commanding your squad in battle.

Squad Selection

Any time Shepard leaves the Normandy (either on foot when docked at a spaceport or via the M35 Mako when dropped groundside), a squad must be selected to come along. Two squad members are chosen from any individuals currently under Shepard's command.



At the Current Squad selection screen, you give orders to the team and choose two members for the current away mission.

The selection screen displays pictures of each squad member. If any of their pictures are blacked out, that member is either dead or not currently a part of the crew.

Squad selection is up to an agent's personal preference, however, the choice should be weighed heavily by several factors:

- Away mission's overall objectives and dominant threat condition
- CO's military specialization
- Need for a balanced versus specialist squad

Squad members have definitive strengths as indicated by the HUD bars above their portraits in the selection screen. The following table outlines each squad member's strengths and should be considered thoroughly when selecting your new team.

Ashley Williams	Liara T'Soni	Tali'Zorah nar Rayya
Kaidan Alenko	Urdnot Wrex	Garrus Vakarian

Given the strengths of your individual squad members in either combat, biotics, or tech, you can easily see how a squad can become biased toward one skill set.

As you select team members, the Current Squad HUD at the bottom of the selection screen lights in up in real time to indicate the cumulative squad strength across the three skill sets.

The first variable in the overall squad strength equation is Shepard's military specialization or "class." As previously discussed in this guide, this determines the CO's strengths across the same three skill sets as outlined for your squad members above.

With no squad members added yet on the selection screen, Shepard's strengths are visible on the HUD immediately. Any further change in the squad summary HUD is purely due to additional squad member choices.

There are many different potential squad combinations but here are some examples to consider:

Shepard's Specialisation	Squad Member 2	Squad Member 3	Description
Soldier	Liara T'Soni	Tali'Zorah nar Rayya	A well-balanced, purist team that has access to all talents across all three skill sets.
Engineer	Ashley Williams	Liara T'Soni	
Adept	Ashley Williams	Tali'Zorah nar Rayya	

Combat Squad

Shepard's Specialisation	Squad Member 2	Squad Member 3	Description
Any	Ashley Williams	Urdnot Wrex	For heavy combat situations, Ashley's strict combat bias is a huge benefit and Wrex's battle hardiness makes him a highly effective tank.

Biotic Squad

Shepard's Specialisation	Squad Member 2	Squad Member 3	Description
Any	Liara T'Soni	Kaidan Alenko	Liara is a must for COs favoring high biotic use; Kaidan isn't as powerful as Liara with half of his focus taken up by tech talents.

Tech Squad

Shepard's Specialisation	Squad Member 2	Squad Member 3	Description
Any	Garrus Vakarian	Tali'Zorah nar Rayya	Tali and Garrus together should be able to crack any security system, override any electronic device and hack nearly any enemy AI units.

Note

Multiclass squad members (Kaidan, Wrex, Garrus) possess talents from two different skill sets instead of having all the talents from one skill set, as specialists like Ash, Liara, and Tali do. For example, Wrex doesn't get Sniper Rifle Talent the way Ash does.

Tip

If your current squad isn't pulling their weight on the Unchartered Worlds, return to the Normandy and select different squad members.

Squad Tactics and Field Orders

Quick Slots
Garrus
Shepard
Wrex
40M

The CO is required to assess any combat situation before engaging opposition or risk rushing in to certain doom. During a conflict, be aware of your surroundings and present resistance in order to give the most effective squad orders.

CO's who lead a charge into every battle will have short and potentially disastrous careers indeed. Battles are won with patience and by using the correct tactics against specific targets.

The targets are covered later in this chapter. Right now, we focus on the role of a CO: giving field combat orders.

Directing squad movement to hold, rally, or take point can lead to immediate shock-and-awe victories over less organized resistance or turn the tide when you're losing important ground in combat.

Using the arrow keys in combat gives access to three immediate squad orders:

- Take Point [Up] (Sends squad to the location you've specified.)
- Rally [Down] (Brings squad back to your location and they follow you.)
- Hold [Right] (Squad holds current position and takes cover.)
- Focus Fire [Left] (Entire squad focuses fire on one specific enemy.)

Note

To give a take point movement order, aim at the desired point location with the center of your current weapons targeting reticle (rally and hold orders don't require targeting).

Using these basic commands creatively can evolve into more complicated tactics in open areas. Shepard can send the squad anywhere in LOS (line of sight), even hundreds of meters away out in the open, planetary surfaces, which gives the snipers in the squad a dramatic advantage over your enemies.

A few example scenarios and associated tactics follow:

Ambush : Locate a bottleneck in the architecture or topography when outdoors and order the squad to hold their location at some nearby cover that you've chosen to maximise their protection from the rear and sides.

As CO in this instance, Shepard can take point and selectively engage enemy forces to drawn them into the chokepoint where the squad can engage at will and decimate the enemy ranks with weapons and talents.

Bait and Hook : Find Shepard some effective cover and send the squad in slowly toward enemy forces with a "take point" command. Have them move only short distances and from cover feature to cover feature to avoid alerting all nearby enemies to the squad's movement.

Use this very stealthy tactic to whittle down larger enemy battalions when you're outnumbered and bait individuals away from their groups and back into secluded areas within range of weapons or talents.

Have the squad rally back to Shepard as soon as enemy forces are engaged, drawing in a few at a time. Highly-skilled snipers (especially Infiltrators) should be able to make shot after shot as the enemy units line up like varren in a barrel.

Flank and Crossfire : Creating a crossfire situation is often the easiest way to distract and destroy enemy ranks with minimum effort.

The point team is ordered into a flanking (side) position off to the left or right of enemy forces, close enough to draw their fire and engage the forces, all while Shepard attacks from the front, or, ideally, the opposite side.

Being caught in the middle of a crossfire situation is pretty much the worst-case scenario every soldier hopes to avoid. Employing this tactic often leads to victory. When enemy units have to watch fire from two directions at once, that means they're not firing as much.

You're significantly reducing their ability to help their units in a firefight, or else they are likely to be overcommitting themselves in one direction only, exposing their weak side to half of your team.

Tip

Strive to create a crossfire situation between Shepard and squad members during battles to achieve decisive victories.When you catch enemy units in the middle of a crossfire, they often don't know which direction to turn first and end up exposing their backs to deadly weapons fire.

In other words, enemies hiding behind cover can be taken out easily when the team is firing from two different positions and angles.

Storming

Your Fatigue meter takes a long time to refill, and once you are fatigued, you must wait until the bar is fully replenished before you can Storm again.

Try Storming by pressing [Shift] while running until you are just short of being fully fatigued. That way, you can still Storm a short distance in case of an emergency.

Weapon Overheating

Watch your weapon's Overheat meter carefully. Overheated weapons take longer to cool down; it may take a few seconds before you are able to fire your overheated weapon again.

This can cause you to waste a lot of your weapon-specific abilities including Overkill or Marksman.

Melee Mayhem

In the thick of battle, Shepard automatically executes a melee attack against enemies within arms reach.

Opponents roughly the same size like geth troopers, husks, and creepers are knocked down by melee attacks. However, anything bigger than Shepard, such as krogan, geth destroyers, etc., will take multiple blows before getting knocked down.

Melee attacks are especially valuable when your weapon is overheated and it's still cooling down. Knock down your enemies and the squad will keep shooting. It's easier to knock down wounded enemies

Tip

Use your tougher squad members as cannon fodder. Send them ahead to take point so enemies target them first, then use your superior aim and weaponry to eliminate the opposition while they're engaging your squad.

Remember, you squad members always come back after being killed. However, Shepard is completely indispensable.

Squad Responses

While giving field orders, you'll eventually hear squad members respond in kind with answers like:

"On it, Chief!"

"Not without an airlift!"

These brief comments are in direct response to an order just given and serve as either an affirmative or a negative. If you've sent the team to flank some patrolling geth in open territory, you're likely to hear affirmative answers.

If, however, you're boxed into a warehouse and trying to get the team into position through obstacles, you'll undoubtedly hear something like "Can't get there!" or "Not without an airlift!"

Each squad member has personalized responses, so pay attention to what each one has to say in combat to know whether your orders are being followed.

Retreat!

Remember, retreat is always an option. If you're in over your head, retreat to safety and regroup the squad.

Re-evaluate your tactics and decide on a different course of action to deal with your opposition. If the squad is dying too quickly in battle, consider keeping them behind you under cover where they're safer.

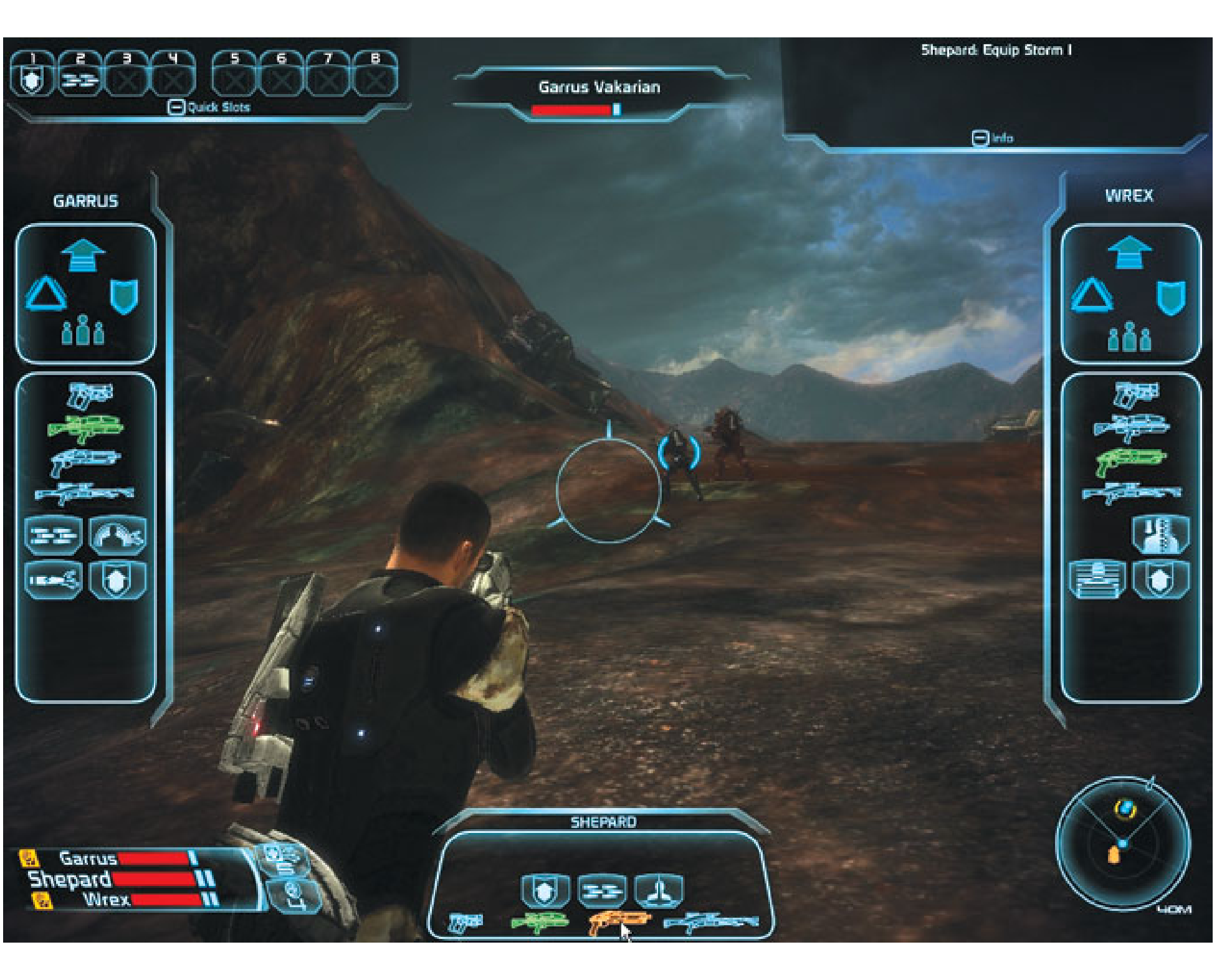
Shepard can still target enemies and use most of the squad's abilities even if they are outside the combat area, as long as the individuals are still alive.

Tip

At any time during battle, press [F] to heal injured squad members with medi-gel. Note that just like using talents and abilities, there is a timed recharge period for healing using medi-gel.

Therefore, it's an excellent idea to always have one current squad member investing significant points in the First Aid and/or Medicine talents.

Designating Weapons



Press [Space] anytime during combat to pause the action and give orders to the squad to change weapons.

The weapon selection wheel is split into three segments: one each for Shepard and the two squad members. By mousing over any of their weapons, the HUD display changes to indicate whether the individual is trained with that weapon.

Select the desired weapon and click the left mouse button to give the order to switch. It's a really bad idea to order someone to use a sniper rifle when they've received no training as a sniper.

In doing so, you effectively take them out of the battle while they try to figure out what end shoots and what end is the stock.

Tip

If you need a breather in an intense battle, press [Space] to pause the action and give orders. You can still aim at targets while the game is paused, which is a sneaky way to take a break, or target fast-moving enemies at your leisure.

When you've got the target lined up in your sights, release the button and fire away!

Caution

Check your weapons after every major encounter. Your squad members occasionally switch their weapons without your permission.

Tip

You can use the mouse wheel or [F1], [F2], [F3], and [F4] to alternate between weapons without having to go back to the wheel. This can be handy for switching from the sniper rifle to the shotgun when enemies get close.

Caution

When sniping, send your squad to stand a bit farther away so enemies can be kept busy fighting them and do not come in close to you while you are sniping.

Focus Fire

By targeting a specific enemy and pressing [Left], the squad will open fire on the new priority target. This is an excellent way to strategically eliminate opposition—a sound tactic especially in the case of counter-sniping enemy marksmen such as geth snipers or rocket troopers.

Fastest Career Formula

For a quick and exhilarating combat-oriented career, use the following formula:

1. Choose any non-Soldier specialization for Shepard (an Engineer with Decryption and Electronics is a solid choice).

2. Maintain a primary mission squad with Ashley and Wrex.

3. Maximize both Ash's and Wrex's Talents in Shotguns, Armor, and Fitness, and equip them with the best weapons and weapon upgrades.

This maximizes their attack damage, damage resistance, health, endurance, and healing capabilities, and makes them into formidable tanks in battle.

4. Always send them into battle first to engage enemies at short range. Use Carnage ability often to obliterate enemy forces, while you hang back and mop up from a safe distance.

5. Win, Win, Win.

Executing Talents

Quick Slots
Geth Shock Trooper
Garrus
Shepard
Wrex
40M

Giving orders to the squad to use any of their available talents and abilities during combat uses the same selection wheel interaction as described above for choosing weapons.

The pause is also in effect, which is useful for organizing your thoughts so you may give clear orders during battle.

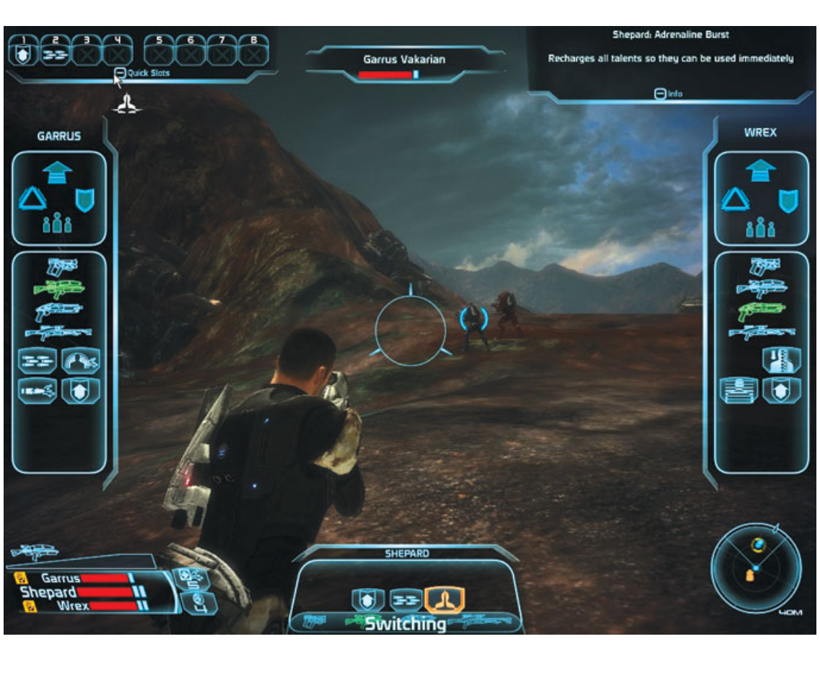
When the Talent Wheel is activated, all available powers for each squad member are displayed. Status states immediately indicate whether the power is used, selected, currently recharging. The power is grayed out if it's unusable at the time.

Many talents require that Shepard have LOS (line of sight) to the target regardless of whether the power is being executed by the CO or by a supporting squad member.

Many other talents affect only the person using them, such as Immunity, Barrier, or Marksman. Learn the difference between all the talents and use your quickslots for easy access.

It's very important to become familiar with each type of power and its specific area of effect so you know when and where the talents are best applied in combat. We will teach you all you need to know in the upcoming section on talents and abilities.

Ability Mapping


Garrus Vakarian
Shepard: Adrenaline Burst
Recharges all talents so they can be used immediately
GARRUS
WREX
SHEPARD
Switching

You can use the Tactics HUD to map Shepard's abilities to the number keys. Hold down [Space] to bring up the Tactics HUD, then click and drag the ability icons from the bottom of the screen to the Quick Slots at the top left corner.

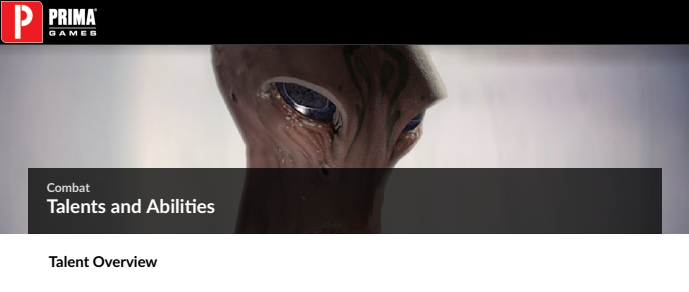
During combat, press the number key that corresponds to an ability's Quick Slot to use that ability without having to bring up the Tactics HUD.

Note

Decryption and Electronics Talents are very important as they are the only ways to access certain minitasks. Decryption allows the squad to break into objects held fast by security systems, and brings up the special Decryptions task interface.

A high Electronics Talent gives the squad the ability to override electronic systems by using omni-gel.

We can't stress enough how important it is to have both these talents maximized. Always bring along the squad members with these talents on away missions so nothing of importance is left behind uncollected.



Combat

Talents and Abilities

Talent Overview

Shepard and the squad members have a military specialization or "class" with various talents and abilities.

Talents are the more general skill areas in which a character excels, while abilities are the special tactics granted by becoming increasingly more skilled in any given talent.

For example, training a Soldier with the Assault Rifle Talent eventually grants the three levels of the Overkill ability that get increasingly more lethal: Overkill, Advanced Overkill, and finally, Master Overkill.

By spending more points in a talent, a character can eventually become proficient in several master-level abilities that dramatically increase their prowess in battle or grant valuable squad support abilities.

Tip

It's better to master fewer talents to get their full benefits than to be a generalist and have medium-level skills in all the talents.

Make each squad member a specialist in his or her own unique ways to minimize overlap across the entire squad.

The following talent matrix includes all the classes, talents, characters, and abilities in the game. Use it to cross reference who has what, and even for character planning at the beginning of each new career.

The following sections detail the specifics of each talent and ability in the game. If you're looking for statistics on your favorites, or recommendations for how best to use them, you're looking in the right place.

Talent Matrix

Talent	Ability	Soldier	Engineer	Adept	Infiltrator	Sentinel	Vanguard
Assault Rifles	Overkill	þ					
Assault Training	Adrenaline Burst	þ					þ
Barrier	Barrier			þ		þ	þ
Basic Armor	Shield Boost		þ	þ			
Combat Armor	Shield Boost	þ					
Damping	Damping		þ		þ		
Decryption	Sabotage		þ		þ	þ	
Electronics	Overload		þ		þ	þ	
First Aid	First Aid	þ	þ		þ	þ	
Fitness	Immunity	þ			þ		
Lift	Lift			þ		þ	þ
Medicine	Neural Shock		þ			þ	
Pistols	Marksman	þ	þ	þ	þ	þ	þ
Hacking	AI Hacking		þ				
Shotguns	Carnage	þ					þ
Singularity	Singularity			þ			
Sniper Rifles	Assassination	þ			þ		
Stasis	Stasis			þ		þ	
Tactical Armor	Shield Boost				þ		þ
Throw	Throw			þ		þ	þ
Warp	Warp			þ			þ

Squad Member Talents

Talent	Ability	Ashley	Kaiden	Liara	Wrex	Garrus	Tali
Assault Rifles	Overkill	þ			þ	þ	
Assault Training	Adrenaline Burst	þ				þ	
Barrier	Barrier		þ	þ	þ		
Basic Armor	Shield Boost						þ
Combat Armor	Shield Boost	þ			þ		
Damping	Damping					þ	þ
Decryption	Sabotage		þ			þ	þ
Electronics	Overload		þ	þ		þ	þ
First Aid	First Aid	þ	þ			þ	þ
Fitness	Immunity	þ			þ		
Lift	Lift		þ	þ			
Medicine	Neural Shock		þ				
Pistols	Marksman	þ					þ
Hacking	AI Hacking						þ
Shotguns	Carnage	þ			þ		þ
Singularity	Singularity			þ			
Sniper Rifles	Assassination	þ				þ	
Stasis	Stasis		þ	þ	þ		
Tactical Armor	Shield Boost					þ	
Throw	Throw		þ	þ	þ		
Warp	Warp			þ	þ		

Talent Matrix

Shepard Only Talents

Talent	Ability	Soldier	Engineer	Adept	Infiltrator	Sentinel	Vanguard
Charm	Store Discount	þ	þ	þ	þ	þ	þ
Intimidate	Motivated Buyer	þ	þ	þ	þ	þ	þ
Spectre Training	Unity	þ	þ	þ	þ	þ	þ

Military Specialization (AKA "Class) Talents

Talent	Ability	Soldier	Engineer	Adept	Infiltrator	Sentinel	Vanguard
Soldier		þ					
Engineer			þ				
Adept				þ			
Infiltrator					þ		
Sentinel						þ	
Vanguard							þ

Specialization (Luna Sidequest) Talents

Talent	Ability	Soldier	Engineer	Adept	Infiltrator	Sentinel	Vanguard
Shock Trooper		þ					þ
Commando		þ			þ		
Bastion				þ		þ	
Nemesis				þ			þ
Operative			þ		þ		
Medic			þ			þ	

Note

The possibilities for unlocking talents are nearly endless, but keep in mind that some talents can't be unlocked by certain classes and not every talent has an achievement associated with it.

Check out the Specialization Talent section for some suggestions.

Tip

Garrus, like a few other squad members, has double specializations. For balanced parties, spend Talent Points on these hybrid characters so as to not create too much overlap in their skills.

For example, Garrus can be a powerful Engineer and Wrex a capable biotic while both are still strong in combat.

The following sections detail the specifics of each talent and ability in the game. If you're looking for statistics on your favorites, or recommendations for how best to use them, you're looking in the right place.

Shepard's Talents

Charm

Talent Description: Opens Charm persuasions in the conversation. Decreases the cost of items in stores. Charm options are grayed out if you do not have a high enough skill rank.

New skill ranks open up when you become a Spectre and as you earn Paragon points.

Charm Talent Summary

Talent Rank	Abilities Granted/Rank	Ability Description	Charm Score	Store Discount (%)
1			1	
2			2	
3			3	
4	Store Discount	Convinces merchants that they should give you a better deal (passive bonus) when purchasing gear	4	2
5			5	
6			6	
7			7	
8	Store Discount	Convinces merchants that they should give you a better deal (passive bonus) when purchasing gear	8	5
9			9	
10			10	
11			11	
12	Store Discount	Convinces merchants that they should give you a better deal (passive bonus) when purchasing gear	12	8

Intimidate

Talent Description: Opens Intimidate persuasions in conversations. Increases credits gained when selling items in stores.

Intimidate options in conversations will be grayed out if you don't have a high-enough skill rank to use them. New skill ranks will unlock when you become a Spectre and as you earn Renegade points.

Intimidate

Talent Rank	Abilities Granted/ Rank	Ability Description	Intimidate Score	Selling Price Bonus (%)
1			1	
2			2	
3			3	
4	Motivated Buyer	Your intimidating presence bullies merchants (passive bonus) into buying your gear for more credits.	4	2
5			5	
6			6	
7			7	
8	Motivated Buyer	Your intimidating presence bullies merchants (passive bonus) into buying your gear for more credits.	8	5
9			9	
10			10	
11			11	
12	Motivated Buyer	Your intimidating presence bullies merchants (passive bonus) into buying your gear for more credits.	12	8

Spectre Training

Talent Description: Elite agents of the Council, the Spectres have access to special training unavailable elsewhere in the galaxy. Increases health, accuracy, and effectiveness of all attacks and powers.

Spectre Training

Talent Rank	Abilities Granted/ Rank	Ability Description	Health Bonus (%)	Maximum Accuracy Bonus (%)	Accuracy Regen/ second (%)	Damage/ Duration Bonus (%)	Squad Health Restored	Squad Shields Restored	Recharge Time (s)	Accu Cost
1			5.0	2.0	0.4	1.0				
2			5.5	3.0	0.6	1.5				
3			6.0	4.0	0.8	2.0				
4	Unity	Revives dead squad members, restoring a percentage of their health and shields	--	--	--	--	15	40	150	45
5			6.5	5.0	1.0	2.5				
6			7.0	6.0	1.2	3.0				
7			7.5	7.0	1.4	3.5				
8	Advanced Unity	Revives dead squad members with more health and shields, reduces recharge time and accuracy cost.	--	--	--	--	30	40	120	30
9			8.0	8.0	1.6	4.0				
10			8.5	9.0	1.8	4.5				
Talent Rank	Abilities Granted/Rank	Ability Description	Health Bonus (%)	Maximum Accuracy Bonus (%)	Accuracy Regen/ second (%)	Damage/ Duration Bonus (%)	Squad Health Restored	Squad Shields Restored	Recharge Time (s)	Accuracy
11			9.0	10.0	2.0	5.0				
12	Master Unity	Revives dead squad members with more health and shields, reduces recharge time and accuracy cost.	--	--	--	--	30	100	90	30

Tip

Spectre Training should be your primary focus of Talent Point expenditure. It improves all of Shepard's stats and unlocks the Unity ability, which gets incapacitated squad members back into the fight.

Use Unity and First-Aid in quick succession to bring the entire squad back up to full strength while in combat.

Biotics

Barrier

Talent Description: Bolsters you kinetic shields with a mass effect field that can absorb a massive amount of damage.

Attacks that penetrate shields also penetrate this barrier. Each point spent increases the strength and duration of the barrier.

Barrier

Talent Rank	Abilities Granted/ Rank	Ability Description	Shield Increase (DP)	Barrier Duration (s)	Recharge Time (s)	Accuracy Cost (%)
1	Barrier	Bolsters your shields with a biotic barrier that will absorb up to 400 points of damage but doesn't block attacks that bypass shields.	400	10.0	60	80
2			420	10.5		
3			440	11.0		
4			460	11.5		
5			480	12.0		
6			500	12.5		
7	Advanced Barrier	Bolsters your shields with a biotic barrier that will absorb up to 700 points of damage but doesn't block attacks that bypass shields. Improves the recharge time and accuracy cost.	700	16.5	50	80
8			720	17.0		
9			740	17.5		
10			760	18.0		
11			780	18.5		
12	Master Barrier	Bolsters your shields with a biotic barrier that will absorb up to 1,000 points of damage but doesn't block attacks that bypass shields.	1000	23.0	40	80

Tip

Barrier is a useful talent for Liara or Kaiden, who are not very battle hardy. Wrex is already fairly powerful without it, but when he has mastered it, he's extremely difficult for most enemies to take down.

This is one talent that becomes more important as your difficulty level increases.

Lift

Talent Description: Projects a sphere of powerful contra-gravity. Any object or creature struck is lifted into the air. Enemies are temporarily immobilized until they fall back to the ground. Each point spent increases the duration of the lift.

Lift

Talent Rank	Abilities Granted/ Rank	Ability Description	Duration (s)	Radius (m)	Recharge (s)	Accuracy Cost (%)
1	Lift	Lifts everything within radius of the target into the air, rendering enemies immobile and unable to attack. Drops them when it expires. Doesn't work on flying enemies.	6.0	4	60	80
2			6.4			
3			6.8			
4			7.2			
5			7.6			
6			8.0			
7	Advanced Lift	Increases duration and radius while decreasing recharge time and accuracy cost.	9.0	5	50	60
8			9.4			
9			9.8			
10			10.2			
11			10.6			
12	Master Lift	Increases duration and radius while decreasing recharge time and accuracy cost.	12.0	6	40	40

Tip

Lifting and Throwing enemies into space in near-zero gravity is an extremely entertaining way to eliminate enemy units.

Throw

Talent Description: Projects a mass effect field powerful enough to hurl objects and enemies out of the way. Each point spent increases the strength of the throw, knocking targets farther and inflicting greater damage.

Throw

Talent Rank	Abilities Granted/ Rank	Ability Description	Force (Newtons)	Radius (m)	Recharge (s)	Accuracy Cost (%)
1	Throw	Throws objects and enemies away from the caster with increasing force. Doesn't work on flying enemies.	600	4	60	60
2			650			
3			700			
4			750			
5			800			
6			850			
7			900			
8	Advanced Throw	Increases force and radius while decreasing recharge time and accuracy cost.	1000	5	50	45
9			1050			
10			1100			
11			1150			
12	Master Throw	Increases force and radius while decreasing recharge time and accuracy cost.	1250	6	40	30

Singularity

Talent Description: Projects a sphere of dark energy that creates an intense mass effect field. Nearby enemies and objects are drawn into the singularity, unable to escape its gravitational pull.

Each point spent in this ability increases the radius of the singularity.

Singularity

Talent Rank	Abilities Granted/ Rank	Ability Description	Radius (m)	Duration (s)	Recharge (s)	Accuracy Cost (%)
1	Singularity	Creates a vortex at its impact point that draws objects toward it. Does not work on flying enemies.	4.00	4	60	80
2			4.25			
3			4.50			
4			4.75			
5			5.00			
6			5.25			
7	Advanced Singularity	Increases radius and duration of the singularity while decreasing its recharge time.	6.25	6	50	80
8			6.50			
9			6.75			
10			7.00			
11			7.25			
12	Master Singularity	Increases radius and duration of the singularity while decreasing its recharge time.	8.50	8	40	80

Tip

Only Adepts and Liara get access to Singularity, which can be one of the most powerful abilities in the game. Having access to Singularity is a strong motivator for career class selection or squad selection.

Master Singularity is the best way to immobilize an entire group of enemies; it pulls everyone within a certain radius up into the air and suspends them for a period of time while the squad attacks them at their convenience.

Stasis

Talent Description: Creates a powerful mass effect field that immobilizes a single target. Each point spent increases the duration of Stasis.

Stasis

Talent Rank	Abilities Granted/ Rank	Ability Description	Duration (s)	Recharge (s)	Accuracy Cost (%)
1	Stasis	Makes the target unable to move or attack, but also immune to damage. Squad members will not use Stasis unless selected from the Power Wheel.	12.5	60	80
2			13.0		
3			13.5		
4			14.0		
5			14.5		
6	Advanced Stasis	Improves duration and recharge time of the stasis field.	17.0	50	80
7			17.5		
8			18.0		
9			18.5		
Talent Rank	Abilities Granted/Rank	Ability Description	Duration (s)	Recharge (s)	Accuracy Cost (%)
10			19.0		
11			19.5		
12	Master Stasis	Improves duration and recharge time of the stasis field.	21.0	40	80

Tip

Using the Stasis Talent on attackers when your other abilities are on cooldown can help you survive until your powers are ready for action!

Warp

Talent Description: Projects a powerful mass effect field that wreaks havoc on a subatomic level. It weakens armor and inflicts damage over time on enemies. Each point spent increases the duration of the warp.

Warp

Talent Rank	Abilities Granted/ Rank	Ability Description	Duration (s)	Damage (/s)	Damage Resistance Effect (%)	Radius (m)	Recharge (s)	Accuracy Cost (%)
1	Warp	Inflicts 6 damage per second, and lowers the target's damage protection by 50%	7	6	50	4	60	80
2			8					
3			9					
4			10					
5			11					
6	Advanced Warp	Inflicts 8 damage per second, and lowers the target's damage protection by 60%	13	8	60	5	50	80
7			14					
8			15					
9			16					
10			17					
11			18					
12	Master Warp	Inflicts 10 damage per second, and lowers the target's damage protection by 75%	20	10	75	6	40	80

Combat

Assault Training

Talent Description: Increases melee and weapons damage; also grants the Adrenaline Burst ability.

Assault Training

Talent Rank	Abilities Granted/ Rank	Ability Description	Melee Damage Bonus (%)	Weapon Damage Bonus (%)	AB Recharge Time (s)	AB Accuracy Cost (%)
1			30	1		
2			35	2		
3	Adrenaline Burst	Resets the recharge times on all your talents so they can be used immediately.	--	--	120	30
4			40	3		
5			44	4		
6			48	5		
7			52	6		
8	Advanced Adrenaline Burst	Reduces recharge time.	--	--	90	30
9			56	7		
10			60	8		
11			64	9		
12	Master Adrenaline Burst	Maximum reduction to recharge time.	--	--	45	30

Tip

Use Adrenaline Burst to devastate an enemy with a powerful ability twice in a row. All of your abilities are instantly recharged, even the critical Shield Boost and Immunity abilities.

Armor

Talent Description: Enables use of better armor to increase damage protection in battle.

Armor

Talent Rank	Abilities Granted/ Rank	Ability Description	Armor DP Bonus (%)	Armor Hardening Bonus (%)	SB Shield Regen/ Second (%)	SB Duration (s)	SB Recharge Time (s)	SB Accuracy Cost (%)
1			5	5				
2			8	8				
3	Shield Boost	Restores a portion of your shields, even when under fire.	--	--	30	2	45	30
4			10	10				
5			12	12				
6			14	14				
7	***Special	Enables Medium/Heavy Armor depending on class.	16	16				
8	Advanced Shield Boost	Increases shield regeneration capability.	--	--	40	2	45	30
9			18	18				
10			19	19				
11			20	20				
12	Master Shield Boost	Maximum increases to shield regeneration capability.	--	--	50	2	45	30

Assault Rifles

Talent Description: Increases accuracy and damage with assault rifles. ***Overkill ability is only available when using assault rifles

Assault Rifles

Talent Rank	Abilities Granted/ Rank	Ability Description	AR Damage Bonus (%)	AR Accuracy Bonus (%)	Overkill Heat Reduction (%)	Overkill Stability Increase (%)	Overkill Duration (s)	Overkill Recharge Time (s)
1	Overkill	Reduces the kickback and heat generation of the assault rifle, allowing long bursts of accurate fire.	--	--	40	20	10	45
2			5	10				
3			8	14				
4			10	17				
5			12	20				
6			14	22				
7			16	24				
8	Advanced Overkill	Increases Overkill's heat reduction bonus, stability, and duration.	--	--	50	30	12	45
9			18	26				
10			19	28				
11			20	30				
12	Master Overkill	Maximizes increases to Overkill's heat reduction bonus, stability, and duration.	--	--	60	40	15	45

Tip

All squad members are fairly competent in battle with conventional weapons. So you don't necessarily need to maximize their weapons training because their other class abilities are likely to be more valuable at higher levels and give you a greater edge in battle.

Pistols

Talent Description: Increases accuracy and damage with pistols. **Marksman ability is only available when using pistols.

Pistol

Talent Rank	Abilities Granted/ Rank	Ability Description	Pistol Damage Bonus (%)	Pistol Accuracy Bonus (%)	Marksman Accuracy Bonus (%)	Marksman ROF (shots/sec)	Marksman Heat Reduction (%)	Marksman Duration (s)	Marksman Recharge Time (s)
1			5	10					
2			8	14					
3	Marksman	Increases the accuracy and rate of fire (RoF) of the pistol.	--	--	60	1.0	30	10	45
4			10	17					
5			12	20					
6			14	22					
7			16	24					
8	Advanced Marksman	Increases Marksman RoF, duration, and heat reduction percentile.	--	--	60	1.5	40	13	45
9			18	26					
10			19	28					
11			20	30					
12	Master Marksman	Maximizes increases to Marksman RoF, duration, and heat reduction percentile.	--	--	60	2.0	50	16	45

Shotguns

Talent Description: Increases accuracy and damage with shotguns. **Carnage ability is only available when using shotguns.

Shotguns

Talent Rank	Abilities Granted/ Rank	Ability Description	SG Damage Bonus (%)	SG Accuracy Bonus (%)	Carnage Damage Bonus (%)	Carnage Radius (m)	Carnage Recharge Time (s)	Carnage Accuracy Cost (%)
1			5	10				
2			8	14				
3			10	17				
4	Carnage	Fires a blast of particles from the shotgun, inflicting significant damage to any enemy near the impact point.	--	--	50	2	45	40
5			12	20				
6			14	22				
7			16	24				
8	Advanced Carnage	Increases Carnage damage	--	--	100	2	45	40
9			18	26				
10			19	28				
11			20	30				
12	Master Carnage	Maximum increases to Carnage damage and its blast radius.	--	--	150	3	45	40

Tip

Carnage is a powerful but slow-moving projectile; enemies can sometimes move out of its way if they have enough of a warning. Make sure it's going to hit before firing by using it at fairly close range. You don't want it to go to waste.

Sniper Rifles

Talent Description: Increases accuracy and damage with sniper rifles. ***Assassination ability is only available when using a sniper rifle.

Sniper Rifles

Talent Rank	Abilities Granted/ Rank	Ability Description	SR Damage Bonus (%)	SR Accuracy Bonus (%)	Assassination Damage Bonus (%)	Assassination Duration (s)	Assassination Recharge Time (s)
1			5	10			
2			8	14			
3	Assassination	Your next sniper shot will be perfectly accurate, and will inflict more damage than usual.	--	--	50	20	45
4			10	17			
5			12	20			
6			14	22			
7			16	24			
8	Advanced Assassination	Increases assassination damage bonus.	--	--	125	20	45
9			18	26			
10			19	28			
11			20	30			
12	Master Assassination	Maximizes assassination damage bonus.	--	--	225	20	45

Tip

Garrus is a deadly sniper, even with only a few Talent Points allocated in this talent. Shotguns may seem like the flashiest weapons in the game, but your squad mates are just as effective with long-range weapons.

Tip

Never underestimate the value of stability with a sniper rifle; each point spent on this talent increases not only your damage and accuracy, but also how fast you restabilize after taking a shot.

Fitness

Talent Description: Increases health and grants the invaluable Immunity ability.

Talent Rank	Abilities Granted/ Rank	Ability Description	Health Increase (%)	Immunity Duration (s)	Immunity DP Bonus (%)	Immunity Recharge Time (s)	Immunity Accuracy Cost (%)
1			10				
2			14				
3			17				
4	Immunity	Boosts the effectiveness of your armor plating, reducing the amount of damage taken.	--	10	50	60	30
5			20				
6			22				
7			24				
8	Advanced Immunity	Increases duration and DP bonus while reducing recharge time.	--	15	60	45	30
9			26				
10			28				
11			30				
12	Master Immunity	Increases duration and DP bonus while reducing recharge time.	--	20	80	30	30

Tip

Taking 50 percent less damage is amazing, and on higher difficulties can save you from one-hit kills by snipers or rocket troopers. With Armor and Fitness maxed, you should be able to take a direct hit from a rocket on all but the hardest difficulty setting.

Tech

Damping

Talent Description: Increases the explosion radius on your tech proximity units. Use Damping to shut down your enemies' tech and biotic abilities.

Talent Rank	Abilities Granted/ Rank	Ability Description	3 Second Stun affects:	Damping Radius (m)	Target Talent Recharge Time Added (%)	Damping Recharge Time (s)	Damping Accuracy Cost (%)	Proximity Mine Base Damage	Proximity Mine Radius Bonus (%)
1	Damping	Disables enemy biotics and tech for a percentage of their normal recharge time for a short duration. Damping is delivered as a proximity mine that explodes when enemies are nearby for bonus damage.	Minions	6	30	60	60	50	--
2									10
3									14
4									18
5									20
6	Advanced Damping	Increases Damping parameters and proximity mine effects while reducing recharge time. Stuns enemies up to Elite level.	Elites	8	45	50	60	100	--
7									22
8									24
9									26
10									28
11									30
12	Master Damping	Further increases Damping parameters and proximity mine effects while reducing recharge time. Stuns enemies up to Sub-Boss level.	Sub-Bosses	10	60	40	60	150	--

Decryption

Talent Description: Allows you to open secure containers, increases tech mine explosion damage, and grants the Sabotage ability.

Talent Rank	Abilities Granted/ Rank	Ability Description	Decryption Skill	Sabotage Radius (m)	Sabotage Duration (s)	Sabotage Recharge Time (s)	Sabotage Accuracy Cost (%)	Sabotage DOT (/s)	Proximity Mine Base Damage	
1	Sabotage	Can use Decryption skill on easy objects. Overheats enemy weapons so they can not fire, and burns them for damage over time. Sabotage is delivered from a proximity mine that explodes when enemies are nearby for bonus damage.	Easy	6	15	60	60	2	50	
2										10
Talent Rank	Abilities Granted/Rank	Ability Description	Decryption Skill	Sabotage Radius (m)	Sabotage Duration (s)	Sabotage Recharge Time (s)	Sabotage Accuracy Cost (%)	Sabotage DOT (/s)	Proximity Mine Base Damage	
3										14
4										18
5	Advanced Sabotage	Increases Decryption skill level. Increases Sabotage proficiency including radius, duration, and overheat damage, while reducing recharge time. Increases proximity mine damage.	Medium	8	20	50	60	3	100	--
6										20
7										22
8										24
9	Master Sabotage	Further increases Decryption skill level. Increases Sabotage proficiency including radius, duration, and overheat damage while reducing recharge time. Increases proximity mine damage.	Hard	10	25	40	60	4	150	--
10										26
11										28
12										30

Note

Having sufficient skill in Decryption is the only way to override security systems on many different objects, including computer terminals and locked loot containers.

Electronics

Talent Description: Increases the strength of your shields and also lets you use the Electronics skill to repair or bypass objects.

Talent Rank	Abilities Granted/ Rank	Ability Description	Personal Shield Bonus	Electronics Skill	Overload Radius (m)	Overloaded Target Shield Damage	Overload Recharge Time (s)	Overload Accuracy Cost (%)	Mine Base Damage
1	Overload	Can use Electronics skill on easy objects. Damages the shields of enemies near the target, and reduces the effectiveness of their armor plating. Overload is delivered as a proximity mine that explodes when enemies are nearby for bonus damage.	--	Easy	6	200	60	60	50
2			30						
3			60						
4			90						
5	Advanced Overload	Can use Electronics skill on Medium secured objects. Further increases the effectiveness of all electronics parameters.	--	Medium	8	400	50	60	100
6			120						
7			150						
8			180						
9	Master Overload	Can use Electronics skill to override Hard secured objects. Further increases the effectiveness of all electronics parameters.	--	Hard	10	600	40	60	150
10			210						
11			240						
12			270						

Tip

This critical talent is a must for every squad, especially at harder difficulty levels because of the bonuses it grants. Try to master Electronics ASAP to improve shields.

The Overload power causes significant damage to enemies through their shields. Garrus and Tali both excel at Electronics, so one of them should focus on specializing in it.

Note

Having sufficient Electronics skill is the only way to overload electronic devices during minitasks.

Tip

Overload works great against synthetic enemies, but it also deals massive damage to the Barrier ability of biotic enemies such as asari commandos, making them much easier to kill.

Hacking

Talent Description: Recharges your tech proximity mines more quickly and grants the AI Hacking ability.

Talent Rank	Abilities Granted/ Rank	Ability Description	Hackable Enemies	Hack Duration (s)	Recharge Time (s)	Accuracy Cost (%)	Mine Recharge Rate Reduction (%)
1	Hacking	Drives synthetic enemies berserk so they will attack anything nearby, including their former allies.	Minions	20	60	80	--
2							6
3							9
4							12
5							15
6							18
7	Advanced Hacking	Increases duration of hack while decreasing recharge time.	Elites	25	50	80	--
8							21
9							24
10							27
11							30
12	Master Hacking	Further increases duration of hack while decreasing recharge time.	Sub-Bosses	30	40	80	--

Tip

Only Engineers and Tali get access to AI Hacking: consider this if you want to use this effective ability against the geth during your career. For maximum effect, target the toughest enemy amid a group and enjoy the chaos within the enemy ranks that follows.

First Aid

Talent Description: Increases squad healing by improving the effectiveness of all medi-gel use.

			Squad Members				Heal Squad: Shepard Only
Talent Rank	Abilities Granted/ Rank	Ability Description	First Aid Bonus	Healing Amount	Recharge Time (s)	Accuracy Cost (%)	Notes
1	First Aid	Restores health for all wounded squad members.	40	40	60	30	Values from squad member's First Aid Talents and Medicine Talents also improve Shepard's Heal Squad Ability by increasing the amount healed and the talent's recharge time.
2			50				
3			60				
4			70				
5			80				
6	Advanced First Aid	Increases health restored.	100	40	60	30	
7			110				
8			120				
9			130				
10			140				
11			150				
12	Master First Aid	Maximum increases to squad health upon use.	180	40	60	30	

Tip

Always have one member of your squad specialize in First Aid because it dramatically improves the efficacy of medi-gel for the entire squad, making the most of your limited stock while on missions and assignments.

Medicine

Talent Description: Improves the recharge time on squad healing and grants the Neural Shock ability that devastates organic enemies.

Talent Rank	Abilities Granted/ Rank	Ability Description	First Aid Recharge Bonus (%)	NS Toxic Damage	NS Duration (s)	NS Recharge Time (s)	NS Accuracy Cost (%)
1	Neural Shock	Knocks out an organic enemy and inflicts toxic damage.	--	40	1	45	60
2			10				
3			14				
4			17				
5			20				
6			22				
7	Advanced Neural Shock	Knocks out an organic enemy and inflicts toxic damage.	--	80	3	45	60
8			24				
9			26				
10			28				
11			30				
12	Master Neural Shock	Knocks out an organic enemy and inflicts toxic damage.	--	120	5	45	60

Note

Even at rank 1, Neural Shock affects almost every organic enemy you'll ever encounter. Don't underestimate Neural Shock: It works quite well against tough opponents like asari commandos and krogan warlords.

Class Talents

Adept

Talent Description: Biotic specialists can use focused training to optimize their abilities. Increases biotic resistances and reduces recharge rates for all biotic abilities.

Talent Rank	Biotic Recharge Bonus (%)	Biotic Protection (%)
1	4	6.0
2	6	9.0
3	8	12.0
4	10	15.0
5	12	18.0
6	14	21.0

Engineer

Talent Description: Tech specialists can use innovative tricks to get the most out of every resource. Reduces the recharge time on all tech abilities and increases resistance to tech attacks.

Talent Rank	Tech Recharge Bonus (%)	Tech Protection (%)
1	4	6
2	6	9
3	8	12
4	10	15
5	12	18
6	14	21

Infiltrator

Talent Description: Relying on strength and reconnaissance, infiltrators prefer to take their enemies out from a distance. Increases damage done by tech mines and reduces overheating on sniper rifles and pistols, their preferred weapons.

Talent Rank	Tech Mine Damage Bonus (%)	Sniper/Pistol Overheat Reduction Bonus (%)
1	5	5
2	7	6
3	9	7
4	11	8
5	13	9
6	15	10

Sentinel

Talent Description: Special training allows sentinels to use tech and biotics more efficiently than other classes. Reduces the recharge time of tech and biotic abilities. Increases damage and accuracy with a pistol and also grants the Marksman ability.

Note

There is a slight difference between sentinel abilities depending on whether you're looking at Shepard's stats or Kaidan Alenko's stats.

Shepard Only

Talent Rank	Abilities Granted/ Rank	Tech Recharge Bonus (%)	Biotic Recharge Bonus (%)	Pistol Damage Bonus (%)	Pistol Accuracy Bonus (%)
1		3	3	2	4
2		5	5	4	7
3		7	7	6	10
4		8	8	8	13
5		9	9	10	16
6	Marksman				

Kaidan Alenko

Talent Rank	Abilities Granted/ Rank	Tech Recharge Bonus (%)	Biotic Recharge Bonus (%)	Pistol Damage Bonus (%)	Pistol Accuracy Bonus (%)
1		3	3	2	4
2		5	5	4	7
3		7	7	6	10
4		8	8	8	13
5		9	9	10	16
6		10	10	12	19

Soldier

Talent Description: Front-line warriors are trained to withstand the physical punishment that comes with combat. Investing additional points in this class talent increases health and allows for limited health regeneration.

Talent Rank	Health Bonus (%)	Health Regen/second
1	4	3.0
2	6	3.5
3	8	4.0
4	10	4.5
5	12	5.0
6	14	5.5

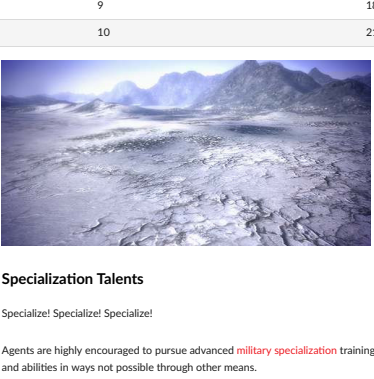
Tip

A soldier with full points in this talent can get significant healing from regeneration alone.

Vanguard

Talent Description: Vanguards are trained for close-range combat, and can use their own abilities to counter enemy biotic attacks and get into short range positions. This talent increases biotic resistances and damage with shotguns and pistols.

Talent Rank	Pistol/Shotgun Damage Bonus (%)	Biotic Protection Bonus (%)
1	5	6
2	6	9
3	7	12
4	8	15
5	9	18
6	10	21



Specialization Talents

Specialize! Specialize! Specialize!

Agents are highly encouraged to pursue advanced military specialization training on the Luna Colony to heighten their talents and abilities in ways not possible through other means.

Specialization is the only way to achieve the ultimate training your class allows.

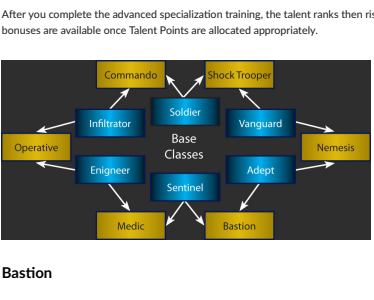
Overview

Upon completion of advanced training on the Luna Colony, successful agents are granted certification in a specialization of their choice.

Each class has two advanced levels of specialization available, as illustrated in the following diagram.

Note that your base class talent ranks only go to level 6.

After you complete the advanced specialization training, the talent ranks then rise to level 12 and the new specialization bonuses are available once Talent Points are allocated appropriately.



Bastion

Description: Bastions use biotics for defence or for opponent immobilization. Overall, ranking up reduces the recharge times for all biotic abilities and specifically improves Barrier and Stasis Talents.

Bastion Specialization for Adept/Sentinel Classes

Talent Rank	Abilities Granted/ Rank	Biotic Talent Recharge Bonus (%)	Barrier Shield Recharge/sec	Barrier Shield Bonus (%)	Barrier Duration Bonus (%)	Target Can Be Damaged in Stasis?
7		4				
8		6				
9	Barrier Specialist	8	40	25	25	
10		10				
11		12				
12	Stasis Specialist	14				Yes

Note

The bastion master is the only person capable of harming a target while it's held in Stasis.

Commando

Description: Commandos rely on lethal efficiency and precision strikes rather than brute force to eliminate their opponents.

Overall, their specialization increases damage inflicted with all weapons and specifically improves their most lethal talents including: Immunity, Marksman, and Assassination.

Commando Specialization for Soldier/Infiltrator Classes

Talent Rank	Abilities Granted/ Rank	Weapon Damage Bonus (%)	Immunity Recharge Bonus (%)	Marksman Recharge Bonus (%)	Assassination Recharge Bonus (%)
7		6			
8		9			
9	Immunity Specialist	12	25		
10		15			
11		18			
12	Marksman/Assassination Specialist	21		25	25

Medic

Description: Medics combine tech and healing abilities to boost the efficiency of the entire squad.

Overall, medic specialization improves the recharge times on all medical abilities and specifically the First Aid and Neural Shock abilities.

Medic Specialization for Engineer/Sentinel Classes

Talent Rank	Abilities Granted/ Rank	First Aid/Shock Recharge Bonus (%)	NS Duration Bonus (%)	NS Toxic Damage Bonus	Immune to Toxic Attack Damage?	Squad Healing Bonus	Healing revives dead members?
7		6					
8		9					
9	Neural Shock Specialist	12	25	40			
10		15					
11		18					
12	First Aid Specialist	21			No	80	Yes

Nemesis

Description: The nemesis is a biotic specialist who uses mass effect fields to inflict heavy damage against opponents.

Overall, a nemesis specialist has access to significantly increased duration and damage to all biotic abilities and specifically improves both Warp and Lift Talents.

Nemesis Specialization for Adept/Vanguard Classes

Talent Rank	Abilities Granted/ Rank	Biotic Damage/ Duration Bonus (%)	Warp Radius Bonus (m)	Warp DOT Bonus (%)	Lift Radius Bonus (m)
7		4			
8		6			
9	Warp Specialist	8	2	25	
10		10			
11		12			
12	Lift Specialist	14			4

Operative

Description: Operatives are masters at manipulating their environment to maximum advantages.

Overall, operatives have access to significantly reduced recharge times for all tech attacks and specific improvements to both Overload and Sabotage Talents.

Operative Specialization for Engineer/Infiltrator Classes

Talent Rank	Abilities Granted/ Rank	Offensive Tech Talent Recharge Bonus (%)	Overload Radius Bonus (m)	Overload Shield Damage	Overload Mine Damage	Overload Increases Target's Damage Vulnerability By (%)	Sabotage Radius Bonus (m)	Sabotage Mine Damage Bonus	Sabotage DOT (Damage/sec)
7		4							
8		6							
9	Overload Specialist	8	2	200	50	5			
10		10							
11		12							
12	Sabotage Specialist	14					2	50	1

Shock Trooper

Description: Shock troopers are highly trained killing machines; they excel in all combat situations.

Overall, their increased health and damage protection can turn them from strong soldiers into formidable tanks with specific improvements to Immunity (or Barrier), and Adrenaline Burst abilities.

Shock Trooper Specialization for Soldier Class

Talent Rank	Abilities Granted/ Rank	Health Bonus (%)	DP Bonus (%)	Immunity Recharge Rate Bonus (%)	Adrenaline Burst Recharge Rate Bonus (%)
7		4	6		
8		6	8		
9	Immunity Specialist	8	10	25	
10		10	12		
11		12	14		
12	Adrenaline Burst Specialist	14	16		25

Shock Trooper Specialization for Vanguard Class

Talent Rank	Abilities Granted/ Rank	Health Bonus (%)	DP Bonus (%)	Barrier Shield Regen/sec	Barrier Shield Bonus	Immunity Recharge Rate Bonus (%)	Adrenaline Burst Recharge Rate Bonus (%)
7		4	6				
8		6	8				
9	Barrier Specialist	8	10	40	25	25	
10		10	12				
11		12	14				
12	Adrenaline Burst Specialist	14	16				25

Note

Both Soldiers and Vanguards can specialize and become shock troopers but there are differences between the bonuses each class receives as a result of specialization.

Alien Class Talents

Your alien squad member's classes are quite similar to their human counterparts but each has their own specific flair, as outlined below.

Asari Scientist

Talent Description: Liara's background allows her to maximize her biotic abilities. This talent reduces recharge time of biotics, and improves both the amount of health restored and the recharge time on squad healing.

Talent Rank	Biotic Recharge Bonus (%)	First Aid Healing Bonus	First Aid Recharge Bonus (%)
1	4	20	1
2	6	30	2
3	8	40	3
4	10	50	4
5	12	60	5
6	14	70	6

Tip

Even a few points into Liara's class skill can help increase squad healing.

Krogan Battlemaster

Talent Description: Wrex is one of the last true krogan battlemasters, as they are a dying breed—something for which the rest of the galaxy is grateful.

This skill improves health regeneration, increases physics resistance, and increases melee damage.

Talent Rank	Health Regen/sec	Physics Protection (%)	Melee Damage Bonus (%)
1	3.0	25	50
2	3.5	30	75
3	4.0	35	100
4	4.5	40	125
5	5.0	45	150
6	5.5	50	175

Tip

How to Create a Krogan Tank

Undnot Wrex quickly becomes a devastating tank in battle when points are spent in both Krogan Battlemaster and Fitness Talents.

If Shepard is not a combat-oriented class, leveling up Wrex to round out the squad's combat strength is an invaluable tactic. Wrex can draw enemy fire while you utilize Shepard's abilities from a distance.

Turian Agent

Talent Description: The required military service of his people has given Garrus expert training in assault and sniper rifles. This skill increases accuracy with all weapons and increases damage with both assault rifles and sniper rifles.

Talent Rank	Weapon Accuracy Bonus (%)	Assault/Sniper Rifle Damage Bonus (%)
1	4	4
2	7	5
3	10	6
4	13	7
5	16	8
6	19	9

Tip

Adding points into this skill can make Garrus an even more lethal sniper.

Quarian Machinist

Talent Description: Though young, Tali is a true genius when it comes to dealing with mechanical or electronic equipment. This skill increases tech resistance and shields.

Talent Rank	Tech Protection Bonus (%)	Shield Bonus (%)
1	10	60
2	15	90
3	20	120
4	25	150
5	30	180
6	35	210

Tip

With this class talent maximized and the shield bonuses she gets, Tali almost doesn't even need to wear armor.

Combat Hazards

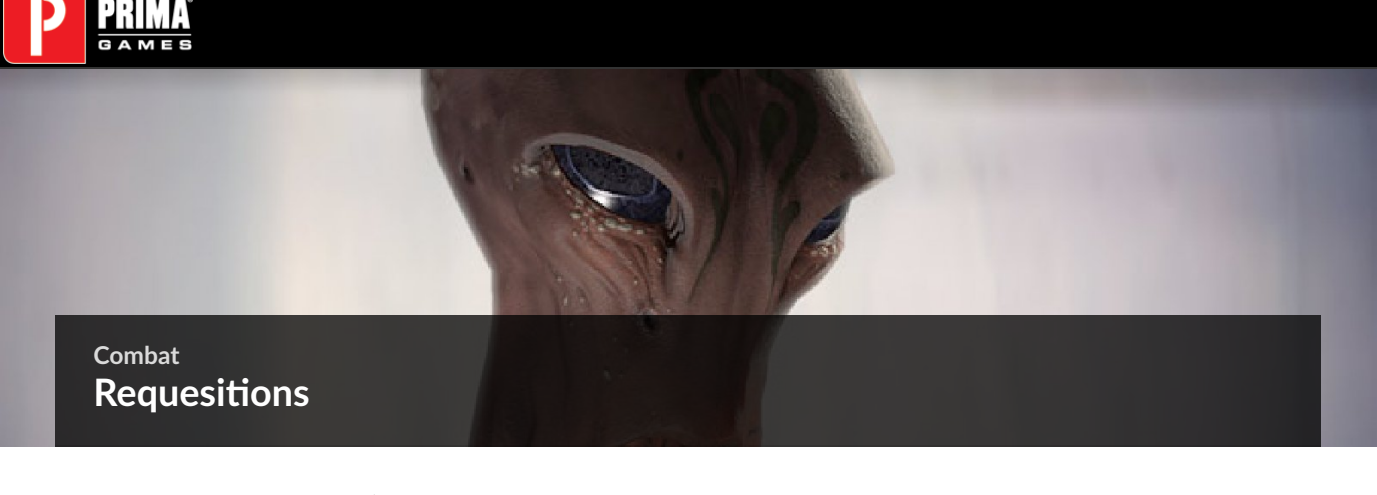
In any combat situation it pays to take note of a few dangerous objects in your immediate surroundings.

Objects like those shown in this sidebar possess certain volatile characteristics that opportunistic agents can and should use against their adversaries to cause all sorts of unpleasant effects ranging from mild shocks to death.

Always quickly and immediately assess the nearby combat hazards during any combat situation and work them into your battle plan.

Fuel tanks make excellent ambush points. Lure enemies toward them as you move away, then cause the tanks to explode with a few well-aimed shots.

Experiment with combat hazards in your surroundings to see if your adversaries are foolish enough to stand too close to a plasma containment cell. Toss a grenade into their midst.



Combat

Requesitions

Weapons and equipment don't need a lengthy introduction; any agent should be concerned with the performance of their gear.

Here are the stats of all the gear you'll find throughout your no-doubt distinguished career serving the Human Systems Alliance.

Gear Drops

Squad Level	Gear Sophistication Dropped by Enemies
1 to 6	I
7 to 12	II
13 to 18	III
19 to 24	IV
25 to 30	V
31 to 36	VI
37 to 42	VII
43 to 48	VIII
49 to 54	IX
55 to 60	X

Conventional Weapons

Conventional weapons include all types of firearms that share a host of similar base performance statistics: ROF (rate of fire), damage, accuracy, etc.

These stats are only the starting point: They are affected by the item's sophistication level, the upgrades currently installed, and (possibly most importantly) the item's manufacturer.

As you'll see later in this chapter, manufacturers play a significant role in gear quality.

In this section we brief you on the performance levels for stock-grade equipment.

Assault Rifles

Assault rifles are the standard armament of most soldiers, offering a good balance between firepower, range, and accuracy.

Sophistication Level	ROF (Rounds/ Sec)	Damage	Accuracy Rating	Shots before Overheat
I	10	150	1	38
II	10	160	2	39
III	10	170	5	41
IV	10	180	7	42
V	10	190	10	44
VI	10	200	12	46
VII	10	210	15	48
VIII	10	220	17	51
IX	10	230	20	54
X	10	240	22	57

> **Tip**
>
> Assault rifles upgraded with mods that cause Toxic Damage are very effective against all enemy types.

Pistols

Pistols have low recoil and high accuracy, and are easy to use while moving. They are only effective at close range and inflict limited damage.

Sophistication Level	ROF (Rounds/ Sec)	Damage	Accuracy Rating	Shots before Overheat
I	4	112	52	14
II	4	120	53	15
III	4	128	54	16
IV	4	136	55	16
V	4	144	56	17
VI	4	152	57	18
VII	4	160	58	18
VIII	4	168	59	19
IX	4	176	60	20
X	4	184	61	22

> **Tip**
>
> Change your ammo types regularly to match your opponents. For example, don't use ammunition upgrades like Shredder Rounds that are designed for inflicting massive damage to organic targets when you know you will soon be battling against the geth.

Shotguns

Shotguns have a slow rate of fire and high recoil, but they can inflict massive damage to multiple targets at close range.

Sophistication Level	ROF (Rounds/ Sec)	Damage	Accuracy Rating	Shots before Overheat
I	0.8	128	60	4
II	0.8	140	61	4
III	0.8	152	62	4
IV	0.8	164	63	4
V	0.8	176	64	4
VI	0.8	188	65	4
VII	0.8	200	66	4
VIII	0.8	212	67	4
IX	0.8	224	68	4
X	0.8	236	69	4

> **Tip**
>
> Hammerhead and Sledgehammer rounds equipped in a shotgun are devastating to most enemies.

Sniper Rifles

Sniper rifles have long range and high accuracy, inflicting significant damage. However, they have a limited rate of fire and are virtually useless at close range.

Sophistication Level	ROF (Rounds/ Sec)	Damage	Accuracy Rating	Shots before Overheat
I	0.6	102	41	1
II	0.6	114	42	1
III	0.6	126	43	1
IV	0.6	138	44	1
V	0.6	150	46	1
VI	0.6	162	47	1
VII	0.6	174	48	1
VIII	0.6	186	49	1
IX	0.6	198	50	1
X	0.6	210	52	2

> **Tip**
>
> Some ammo upgrades are more suitable for one weapon type than for another—try different combinations and see what works best for you.
>
> If you're interested in equipping for dramatic effect, trying upgrading a sniper rifle with high sophistication level High-Explosive Rounds.

> **Caution**
>
> Sniper rifles generate significant amounts of heat from a single shot, so you should make the most of each shot fired by maximizing damage through weapon and ammo upgrades.

Grenades

A rare and hard asset to collect, grenades can be extremely powerful and easily turn the tide in battle. They should not be used lightly and without pause for considering how you'll replenish your stock after use.

When equipped with upgrades, their destructive potential is increased exponentially and adds special effects, such as snap-freezing targets in the case of Cryo upgrades.

After throwing a grenade by pressing [R], the grenade icon in the HUD flashes for a short time; during the flashing period you can manually detonate the grenade with another press of [R], or wait until the grenade timer detonates it automatically seconds later.

Damage	Explosive Impulse	Effect Radius
100	900	750

> **Grenade and Medi-Gel Capacity Upgrades**
>
> Special grenade capacity upgrades that increase grenade and medi-gel inventory by one can be purchased from various merchants. But be warned: they're not cheap!

Upgrade Level	Credits
Upgrade Level	Credits
Upgrade I	100
Upgrade II	3125
Upgrade III	12500
Upgrade IV	56000
Upgrade V	110000

Armor

Equipping high-quality armor is the best way to keep your squad alive; but keep in mind that with heavier armor and increased protection come increased movement limitations. Even in light of that, however, the benefits often outweigh the costs.

All armor is not created equal. In hazardous environments, special upgrade seals protect the squad from otherwise deadly effects, but only one squad member needs to wear the protective suit for the entire squad to benefit.

Medical armor upgrades allow squad members to regenerate health if low on medi-gel. You'll just need to find a safe place to turtle while the regen works its magic.

Armor is quite versatile considering the range of upgrades offered and various parameters affected.

If your class supports an armor upgrade (Soldier, Infiltrator, Vanguard) that allows for medium and heavy armor to be worn, it's a wise investment to get that upgrade earlier rather than later.

Heavy armor provides better shielding and damage protection with an often unnoticeable movement rate penalty. Having this benefit early while the squad is weaker can help ensure your survival.

> **Note**
>
> You can equip or unequip your helmet by clicking on the toggle helmet button on the Equipment screen if you're not in a hostile environment, but note that this change is purely cosmetic.
>
> It doesn't affect your level of protection.

Light Armor

Lightweight, comfortable armor affords basic protection from enemy attacks and minimizes movement penalties (in the form of slight reduction in walk/run speeds), which affect weapon accuracy.

Sophistication Level	Damage Protection	Shields	Tech/Biotic Protection
I	12	70	20
II	14	90	22
III	16	110	24
IV	18	130	26
V	20	150	28
VI	22	170	30
VII	24	190	32
VIII	26	210	34
IX	28	230	36
X	30	250	38

Medium Armor

Medium armor offers an increased level of protection, but also increases movement penalties affecting weapon accuracy. Soldiers need extra training to wear it.

Sophistication Level	Damage Protection	Shields	Tech/Biotic Protection
I	24	90	10
II	26	110	12
III	28	130	14
IV	30	150	16
V	32	170	18
VI	34	190	20
VII	36	210	22
VIII	38	230	24
IX	40	250	26
X	42	270	28

Heavy Armor

Heavy armor offers maximum protection against enemy fire but has the highest movement penalties affecting weapon accuracy. Only specially trained frontline soldiers can wear it.

Sophistication Level	Damage Protection	Shields	Tech/Biotic Protection
I	40	120	0
II	42	140	2
III	44	160	4
IV	46	180	6
V	48	200	8
VI	50	220	10
VII	52	240	12
VIII	54	260	14
IX	56	280	16
X	58	300	18

Bio-Amps

Amplifiers increase biotic abilities by synchronizing the element zero nodes within the user's central nervous system.

Sophistication Level	Duration Bonus	Power Bonus	Cooldown Bonus
I	15	20	15
II	15	20	17
III	15	20	18
IV	15	20	20
V	15	20	22
VI	15	20	23
VII	15	20	25
VIII	15	20	27
IX	15	20	28
X	15	20	30

Omni-tools

These high-tech tools play important roles in squad healing, shield levels, and assisting in tech ability cooldown rates.

Sophistication Level	Shield Bonus	Tech Cooldown Bonus	First Aid/Med Recharge Bonus
I	15	10	15
II	15	12	15
III	15	14	15
IV	15	17	15
V	15	19	15
VI	15	21	15
VII	15	23	15
VIII	15	26	15
IX	15	28	15
X	15	30	15

Upgrades

A wide variety of upgrades await installation on squad gear.

These detailed mods are specific to types including armor, ammo, weapons, and grenades, however, within those groups they're perfectly interchangeable and offer a dramatic differences in lethality or efficiency alterations.

Installation

Mods are all installed the same way from the Equipment menu. While viewing currently installed item, click on the upgrade slots under the manufacturer name to enter the upgrade screen.

Each gear type has a specific number of upgrade slots depending on its sophistication level.

Available upgrade slots are shown at the bottom right sector of the screen, while the main display window lists the descriptions of any currently installed upgrades.

Double-click on a selected item on the list of mods, or click equip on the bottom left side of the mod list to select an upgrade slot. Note that each slot is specific to a certain group of mods.

For example, if viewing a weapon, you may have one or two open slots for weapon upgrades and always one for ammo.

A weapon can only have one type of ammo at a time, while several different weapon upgrade mods can be installed to dramatically increase its performance above and beyond stock levels.

> **Note**
>
> As with all equipment, mods come in a variety of sophistication levels. Pay close attention to upgrade sophistication level when choosing upgrades for installation.

> **Tip**
>
> Each time you return to the Citadel, visit all the merchants and look for unique upgrades and manufacturer licenses.
>
> The random component of merchant inventories always changes—you never know what you'll find at each visit.

Armor Upgrades

Armor Upgrades Matrix

	Sophistication Levels Available									
Upgrade Name	I	II	III	IV	V	VI	VII	VIII	IX	X
Armor Plating	þ	þ	þ							
First Aid Interface	þ	þ	þ							
Hardened Weave	þ	þ	þ							
Motorized Joints	þ	þ	þ							
Shield Battery	þ	þ	þ							
Shield Regenerator	þ	þ	þ							
Shock Absorbers	þ	þ	þ							
Stimulant Pack	þ	þ	þ							
Toxic Seals	þ	þ	þ							
Ablative Coating				þ	þ	þ	þ			
Energized Weave				þ	þ	þ	þ			
Exoskeleton				þ	þ	þ	þ			
Kinetic Buffer				þ	þ	þ	þ			
Medical Interface				þ	þ	þ	þ			
Shield Modulator				þ	þ	þ	þ			
Combat Exoskeleton								þ	þ	þ
Energized Plating								þ	þ	þ
Kinetic Exoskeleton								þ	þ	þ
Medical Exoskeleton								þ	þ	þ
Shield Interface								þ	þ	þ

Armor Upgrade Specs

Icon	Upgrade Name	Description	Primary Base Effect	Primary Bonus Effect	Secondary Base Effect	Secondary Bonus Effect	Tertiary Base Effect	Tertiary Bonus Effect
	Armor Plating	Hardened ceramic plates can be applied to body armor suits, increasing their effectiveness.	+5% damage protection	+2% DP / level	–	–	–	–
	First Aid Interface	Microprocessors wired into a combat suit can monitor vital functions and release small, localized doses of medi-gel to accelerate the healing process.	+1 health regeneration per second	+.5/level/second	–	–	–	–
	Hardened Weave	A complex filament network of element zero microcores combined with advanced firewall technology provides protection against both biotic and tech attacks. advanced models also optimize recharge times of kinetic barriers.	+10% hardening	+1% per level	–	–	–	–
	Motorized Joints	Mechanical augmentation increases the brute strength of the wearer, allowing them to deliver powerful blows when rifle butting or pistol whipping opponents.	10% increase to smash/melee damage	+5% per level	–	–	–	–
	Shield Battery	To generate kinetic barriers, combat suits rely on capacitors to store energy from a generator. The greater the capacitor storage, the more potent the barrier.	+40 shields	+5 per level	–	–	–	–
	Shield Regenerator	A secondary power source increases the rate at which a combat suit's kinetic barrier capacitors can be replenished.	+15% reduction to shield regeneration rate	+3% / level	–	–	–	–
	Shock Absorbers	Installing micro-gravimetric emitters into a combat suit artificially increases mass, providing protection against concussive force delivered by explosions, high impact ammo and biotic attacks such as Lift or Throw.	+10% to physics threshold	+5% per level	–	–	–	–
	Stimulant Pack	Armor equipped with stim packs releases targeted shots of adrenaline to speed up recovery and recharge times.	+5% cooldown reduction	+2% per level	–	–	–	–
	Toxic Seals	Specially sealed body armor provides increased protection against radiation, gasses, and a host of other toxins.	+30% toxic damage resistance.	+10% toxic damage resistance / level	–	–	–	–
	Ablative Coating	Ablative coating is designed to chip away when impacted, redirecting the energy of incoming projectiles away from the body.	+10% damage protection	+2% DP / level	–	–	–	–
	Energized Weave	A complex filament network of element zero microcores combined with advanced firewall technology provides protection against both biotic and tech attacks. Advanced models also optimize recharge times of kinetic barriers.	+20% reduction to shield regeneration rate	+4% / level	+15% to hardening	+5% / level	–	–
	Exoskeleton	Mechanical augmentation increases the force of rifle butts and other melee attacks. The increased mass of the mechanized suit also provides protection against high-physics weapons and biotic attacks such as Lift or Throw.	+25% smash/melee damage	+5% / level	+30% to physics threshold	+10% / level	–	–
	Kinetic Buffer	Metabolic enhancers monitor the wearer's vital systems and release genetically engineered stimulants to maximize combat prowess and athletic ability.	+10% reduction in talent recharge rates	+2% / level	+10% mobile accuracy	+2% / level	+10 shields	+2 / level
	Medical Interface	Specialized microprocessors wired into a combat suit can monitor vital functions and release small, localized doses of medi-gel to accelerate the healing process. This interface also provides resistance to toxic attacks.	+2.3 health regeneration per second	+0.3 / level	+30% toxic damage resistance	+10% / level	–	–
	Shield Modulator	To generate kinetic barriers, combat suits rely on capacitors to store energy from a generator. The greater the capacitor storage, the more potent the barrier.	+90 shields	+10 / level	–	–	–	–
	Combat Exoskeleton	This prototype armor upgrade combines mechanized augmentation, element zero microcores, and firewall technology to give the wearer brute strength, resistance to weapons force, and resistance to biotic and tech attacks.	+25% smash/melee damage	+5% / level	+50% physics threshold	+20% / level	+25% hardening	+5% / level
	Energized Plating	A prototype upgrade designed specifically for heavy combat use, it provides maximum protection for the user.	15 damage protection	+4% DP / level	–	–	–	–
	Kinetic Exoskeleton	This prototype armor upgrade combines multiple technologies to improve shield regeneration and maximize the wearer's physical abilities and athletic prowess.	+25% reduction to shield regen rates	+5% / level	+20% mobile accuracy	+3% / level	+40 shields	+5 / level
	Medical Exoskeleton	A prototype upgrade combining numerous advanced medical technologies to monitor and regulate all vital systems, maximizing healing and minimizing recovery times for the user.	+3.5% health regeneration per second	+.5% / level / second	+50% toxic damage resistance	+15% / level	+15% reduction in talent recharge rates	+4% / level
	Shield Interface	Advanced VI systems monitor incoming enemy fire to redirect energy to vulnerable points, maximizing the effectiveness of a suit's existing kinetic barrier shields.	+120 shields	+20 / level	–	–	–	–

> **Tip**
>
> The Shield Battery and Shield Modulator upgrades can dramatically improve your shield capacity, thus greatly improving your ability to survive in combat.

> **Tip**
>
> After an intense battle, and instead of using medi-gel (if you're concerned about maintaining stock for high-demand instances), equip an armor upgrade that offers health regeneration to heal squad members as you continue exploring.

Ammo Upgrades

Ammo Upgrades Matrix

	Sophistication Levels Available									
Upgrade Name	I	II	III	IV	V	VI	VII	VIII	IX	X
Anti-Personnel Rounds	þ	þ	þ							
Armor Piercing Rounds	þ	þ	þ							
Chemical Rounds	þ	þ	þ							
Hammerhead Rounds	þ	þ	þ							
Phasic Rounds	þ	þ	þ							
Radioactive Rounds	þ	þ	þ							
Cryo Rounds				þ	þ	þ	þ			
Incendiary Rounds				þ	þ	þ	þ			
Polonium Rounds				þ	þ	þ	þ			
Proton Rounds				þ	þ	þ	þ			
Shredder Rounds				þ	þ	þ	þ			
Tungsten Rounds				þ	þ	þ	þ			
High Explosive Rounds								þ	þ	þ
Inferno Rounds								þ	þ	þ
Sledgehammer Rounds								þ	þ	þ
Snowblind Rounds								þ	þ	þ

> **Tip**
>
> Use the matrixes to decide which lower level upgrades to keep. Sometimes they may seem ubiquitous but they'll stop appearing after certain levels and you may not be able to find them again without some difficulty.
>
> Some higher sophistication levels of certain mods don't exist, so be sure to consult the matrices often, especially if you find a special upgrade whose effects you may prefer more than others.

Ammo Upgrades Specs

Icon	Upgrade Name	Description	Primary Base Effect	Primary Bonus Effect	Secondary Base Effect	Secondary Bonus Effect	Tertiary Base Effect	Tertiary Bonus Effect
	Anti-Personnel Rounds	Designed to shred flesh and other organic matter, these rounds are particularly effective against living targets.	+15% damage vs organic targets	+5% / level	–	–	–	–
	Armor Piercing Rounds	Specifically designed to puncture metal, these rounds are particularly effective against synthetic targets.	+15% damage vs synthetic targets	+5% / level	–	–	–	–
	Chemical Rounds	Popular with pirates, criminals and mercinaries, these rounds are coated with a highly toxic compound.	+30% toxic damage	+5% / level	DOT= 5 / second	+1 damage / second / level	–	–
	Hammerhead Rounds	Hammerhead ammunition, also called squash projectiles, is designed to flatten on impact, increasing the amount of physical force transferred to the target.	+20% weapons force	+5% / level	–	–	–	–
	Phasic Rounds	Instead of projectiles, upgraded weapons release charged particle bolts that can bypass kinetic barrier shields. However, the actual damage done to the target is typically less than what's done by a standard round.	20% damage bypasses targets shields	+5% / level	-30% round damage	–	–	–
	Radioactive Rounds	These rounds are stamped with a miniscule amount of radioactive material, inducing low levels of radiation sickness in targets.	-15% to target's cooldowns	+3% / level	–	–	–	–
	Cryo Rounds	Cooling lasers collapse ammunition into a small Bose-Einstein condensate—a mass of super-cooled subatomic particles—capable of snap-freezing impacted objects.	-20% to target's accuracy	+5% / level	10% damage bypasses shields	+4% / level	–	–
	Incendiary Rounds	Incendiary rounds consist of a thermite paste which clings to, and burns through, nearly any known substance.	DOT = 5 seconds @ 10 damage / sec	+2 damage / level	-10% to target's accuracy	-2% / level	–	–
	Polonium Rounds	This upgrade stamps a miniscule amount of radioactive polonium into every round fired, effectively poisoning enemy targets. It also prevents enemy regeneration.	+40% toxic damage	+5% / level	DOT= 5 / second	+1 damage / second / level	–	–
	Proton Rounds	Instead of projectiles, upgraded weapons release energized protons capable of bypassing kinetic barrier shields. However, the actual damage inflicted on the target is typically less than that of a standard round.	40% damage bypasses target's shields	+5% / level	-20% damage	–	–	–
	Shredder Rounds	Designed to shear apart on impact for maximum damage, these rounds are particularly effective against living targets.	+25% damage to organic targets	+5% / level	–	–	–	–
	Tungsten Rounds	Tungsten rounds are typically smaller projectiles fired at higher speeds to increase penetrating power.	+25% damage to organic targets	+5% / level	–	–	–	–
	High Explosive Rounds	Designed to detonate on impact, high explosive rounds have one major drawback: a massive increase in weapon overheating.	+4m blast radius	+0.1m radius / level	+500% weapon force	+500% heat generation	+20% damage	+4% / level
	Inferno Rounds	Inferno rounds are incredibly powerful incendiary rounds that can melt or burn through virtually all known substances. This damages enemies and weakens their accuracy.	DOT = 5 seconds @ 15 damage / sec	+3 damage / second / level	-20% to target's accuracy	-4% / level	–	–
	Sledgehammer Rounds	Sledgehammer Rounds hit with incredible force, often knocking opponents completely off their feet. They are also coated with polonium to induce radiation sickness in targets, as well as prevent enemy regeneration. The tradeoff is they increase weapon overheating.	+40% weapons force	+5% / level	+40% toxic damage	+10% damage / level	-20% heat damping	–
	Snowblind Rounds	Snowblind rounds inflict massive damage and destabilize enemies, reducing their accuracy. More advanced upgrades do more damage.	+20% damage	+4% / level	-40% RoF on self	–	-20 to target's accuracy	-4% / level

Weapon Upgrades

Weapon Upgrades Matrix

	Sophistication Levels Available									
Upgrade Name	I	II	III	IV	V	VI	VII	VIII	IX	X
Combat Sensor	þ	þ	þ							
Heat Sink	þ	þ	þ							
High-Caliber Barrel	þ	þ	þ							
Improved Sighting	þ	þ	þ							
Recoil Damper	þ	þ	þ							
Combat Scanner				þ	þ	þ	þ			
Kinetic Stabilizer				þ	þ	þ	þ			
Rail Extension				þ	þ	þ	þ			
Combat Optics								þ	þ	þ
Frictionless Materials								þ	þ	þ
Kinetic Coil								þ	þ	þ
Scram Rail								þ	þ	þ

Weapon Upgrades Specs

Icon	Upgrade Name	Description	Primary Base Effect	Primary Bonus Effect	Secondary Base Effect	Secondary Bonus Effect	Tertiary Base Effect	Tertiary Bonus Effect	Quaternary Base Effect
	Combat Sensor	Some enemies use jamming technology to block your weapon radar. The combat scanner upgrade improves detection levels, making these enemies visible.	Detection level 1	+ 1 detection level / level	–	–	–	–	–
	Heat Sink	Absorbs and dissipates the heat typically generated when firing a weapon.	+10% heat absorption	+2% / level	–	–	–	–	–
	High-Caliber Barrel	Fires larger rounds for more damage. However, the rate of fire is slowed and the weapon will overheat more quickly.	+10% damage	+2% / level	-20% RoF	–	-20% heat absorption	–	–
	Improved Sighting	Specially calibrated sights can increase weapon accuracy.	+5% maximum accuracy	+2% / level	–	–	–	–	–
	Recoil Damper	Reduces kickback to improve accuracy.	+10% kickback damping	+2% / level	–	–	–	–	–
	Combat Scanner	Some enemies use jamming technology to block your weapon radar. The combat scanner upgrade improves detection levels, making these enemies visible.	Detection level 4	+1 detection level / level	–	–	–	–	–
	Kinetic Stabilizer	Advanced VI functionality reduces weapon kickback to improve accuracy.	+15% stability enhancement	+3% / level	–	–	–	–	–
	Rail Extension	Modifies the length of the barrel to increase damage. However, this also increases weapon overheating.	+20% damage	+3% / level	-20% heat absorption	–	–	–	–
	Combat Optics	An Advanced VI package maximizes effectiveness of combat radar while reducing kickback for improved weapon stability.	Detection level 8	+1 dectection level / level	+15% maximum stability	+3% / level	–	–	–
	Frictionless Materials	Frictionless materials give rounds more power at impact while minimizing weapon overheating.	+20% heat absorbtion	+4% / level	+5% damage	+1% / level	–	–	–
	Kinetic Coil	Kinetic Coils improve stability by improving kickback and increase projectile acceleration for extra damage.	+20% stability enhancement	+4% / level	+5% damage	+1% / level	–	–	–
	Scram Rail	This prototype upgrade greatly increases damage, but it also causes your weapon to overheat faster.	+20% damage	+3% / level	-10% heat absorption	–	–	–	–

> **Tip**
>
> Don't bother wasting a weapon mod slot on the Scanner. It is not worth it. But be sure to kill stealth enemies first (geth hoppers and snipers), or you may get flanked.

> **Tip**
>
> The Heat Sink weapon mod can be very useful when you need to keep laying down suppressing fire. The greatest benefit is to pistols and assault rifles with semi-automatic and automatic firing.

Grenade Upgrades

Grenade Upgrade Matrix

	Sophistication Levels Available									
Upgrade Name	I	II	III	IV	V	VI	VII	VIII	IX	X
Cryo Explosive	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ
Fusion Explosive	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ
High-Explosive Rounds	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ
Incendiary Explosive	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ
Anti-Thorian Gas	þ									

> **Tip**
>
> Some mods are situation specific or are especially damaging to certain enemies. Don't hesitate to change your upgrades and experiment with their varied effects against varied opponents.

Grenade Upgrade Specs

Icon	Upgrade Name	Description	Primary Base Effect	Primary Bonus Effect	Secondary Base Effect	Secondary Bonus Effect	Tertiary Base Effect	Tertiary Bonus Effect
	Cryo Explosive	Cryo-upgraded grenades contain a small Bose-Einstein condensate, a mass of super-cooled subatomic particles. When detonated, they are capable of snap-freezing nearby targets.	-20% maximum accuracy	-3% / level	–	–	–	–
	Fusion Explosive	Fusion explosives contain a small amount of radioactive polonium that is dispersed on detonation. Targets caught in the blast experience varying degrees of radiation poisoning.	+20% toxic damage	+5% / level	DOT = 5 seconds @ 5 damage/sec	+1 damage/sec/level	–	–
	High-Explosive Rounds	High-explosive grenades are modified to maximize their blast radius and impact.	+10% damage	+3% / level	+50 cm blast radius	+10 cm blast radius / level	+10% Weapons Force	+3% / level
	Incendiary Explosive	Incendiary Explosive release a thermal paste on detonation that clings to—and burns through—virtually all known substances.	15 damage/sec for 5 sec	+4 damage / second / level	–	–	–	–
	Anti-Thorian Gas	These upgrades are specifically designed to disable subjects infected by the Thorian without killing them.	–	–	–	–	–	–

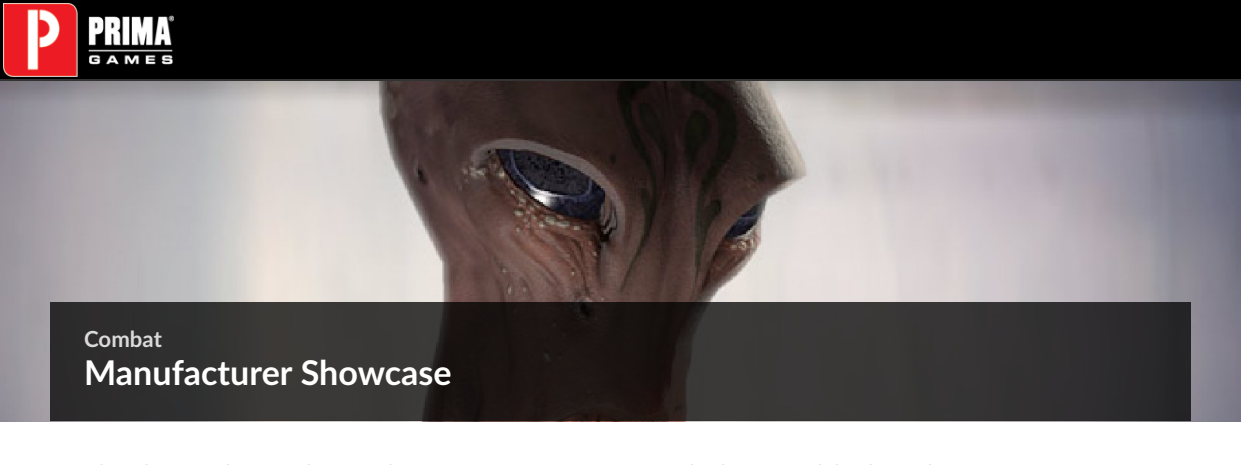
> **Note**
>
> Anti-Thorian gas grenades upgrades only work on Thorian-infected colonists and should be removed after completing that area in Feros.

Salvaging Equipment

A 150-item limit is imposed on the squad's inventory, which at later points in any agent's career can become clogged by collecting too much gear dropped by enemies and other commonly found loot.

As you get close to the 150-item limit, a HUD warning lets you know that soon, gear salvaging will be required: This is a good time to evaluate your vast inventory and cherry pick all the best stuff.

The dregs should be sold or liquidated into omni-gel promptly to avoid running out of inventory space and potentially having to liquidate priceless upgrades.



Combat

Manufacturer Showcase

The galactic market for military-grade gear is a very competitive one, indeed. From stock-level peacekeeping gear to prototype items with unprecedented lethality, the entire gamut exists.

A relatively small number of interstellar corporations compete aggressively for market share. Other, smaller companies remain true to their niche market only.

In the following section, please feel free to browse all the current, up-to-date information on all incorporated galactic manufacturers and the gear they provide to countless systems.

Galactic Manufacturer Summary

Entry Level Gear

Manufacturer	Logo	Unlock Level	Licence Cost	Licence Sold At	Manufacturer Specializes In	Notes
Aldrin Labs		1	100	C-Sec Requisitions Officer	Armor, Bio-Amps, OmniTools	N/A
Elanus Risk Control		1	100	Lower Market (Morlan); Salarian Camp on Virmire (Commander Rentola)	Armor, Weapons	N/A
Elkoss Combine		1	100	Upper Market (Expat); Citadel Financial District Emporium (Delin); Port Hanshan, Noveria (Opold)	Armor, OmniTools, Weapons	N/A
Hahne-Kedar		1	Free	Normandy Requisitions Officer	Armor, Weapons	N/A
Sirta Foundation		1	100	Citadel Financial District Emporium (Delin); Rift Station, Noveria (Petozi); Commander Rentola (if rescued from Virmire)	Armor, Bio-Amps, OmniTools	N/A

Advanced Gear

Manufacturer	Logo	Unlock Level	Licence Cost	Licence Sold At	Manufacturer Specializes In	Notes
Ariake Technoligies		18	6250	C-Sec Requisitions Officer; Commander Rentola (if rescued from Virmire)	Armor, OmniTools, Weapons	N/A
Armali Council		18	6250	Salarian Camp on Virmire (Commander Rentola)	Bio-Amps, OmniTools	N/A
Devlon Industries		18	6250	Citadel Financial District Emporium (Delin)	Armor, Weapons	N/A
Haliat Armory		18	6250	Zhu's Hope, Feros (Ledra*)	Weapons	N/A
Rosenkov Materials		18	6250	Port Hanshan, Noveria (Opold)	Armor, Weapons	N/A

Elite and Prototype Gear

Manufacturer	Logo	Unlock Level	Licence Cost	Licence Sold At	Manufacturer Specializes In	Notes
Armax Arsenal		36	30000	Upper Market (Expat)	Armor, Bio-Amps, Weapons	N/A
Geth Armory		36	30000	Lower Market (Morlan)	Armor, Weapons	N/A
Kassa Fabrication		36	30000	C-Sec Requisitions Officer;, Rift Station, Noveria (Petozi)	Armor, Bio-Amps, Weapons	N/A
Serrice Council		36	30000	Citadel Financial District Emporium (Delin); Commander Rentola (if rescued from Virmire)	Armor, Bio-Amps, OmniTools	N/A
Spectre		N/A	Special	N/A	Armor, Weapons	Must earn "Rich" XBL Achieviement to unlock master Spectre gear

Aldrin Labs

Gear Quality: Entry Level

Unlock Level: 1

License Cost: 100

License sold at: C-Sec Requisitions Officer

Specializes in: Armor, Bio-Amps, Omni-tools

Corporate Profile:

Aldrin Labs is a human manufacturer based on the Luna colony. Providing basic, reliable equipment at an affordable cost has made them a primary supplier of armor, omni-tools and bio-amps to the Systems Alliance Military.

Corporate Upgrades

				Armor Parameters				Omni-tool Parameters			Biotic Amp Parame	
Name	Art	Tier Level	Gear Type	DP	Shields	Hardening	Special	Tech Cool-down Time	Shields	Medical	Duration	Pow
Kinetic Plastite		1	Armor	-7%	-30%	-10%	–	–	–	–	–	–
Decryption Overlay		1	Omni-tools	–	-10	–	–	–	-10	-10%	–	–
Neural Sequencer		1	Biotic Amps	–	–	–	–	–	–	–	-10%	-10%

Aldrin Labs - Current Equipment Models

			Sophistication Levels Available									
Make	Gear Type	Races Outfitted	I	II	III	IV	V	VI	VII	VIII	IX	X
Onyx	Armor	H/K/T/Q	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ
Agent	Armor	T	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ
Solaris Amp	Biotic Amp	N/A	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ
Bluewire Tool	Omni-tool	N/A	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ
Hydra	Armor	H/Q	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ

Elanus Risk Control

Gear Quality: Entry Level

Unlock Level: 1

License Cost: 100

License sold at: Lower Market (Morlan), Salarian Camp on Virmire (Commander Rentola)

Specializes in: Armor, Weapons

Corporate Profile:

Elanus began as a privately owned turian security firm. It has expanded into an interstellar conglomerate after opening itself up to foreign investment. Their affordable, yet reliable body armor, weapons and omni-tools are popular with security personnel and mercenaries.

Corporate Upgrades

				Armor Parameters				Omni-tool Parameters			Biotic Amp Parame	
Name	Art	Tier Level	Gear Type	DP	Shields	Hardening	Special	Tech Cool-down Time	Shields	Medical	Duration	Pow
Scram Dissipation		1	Weapons	-10%	–	-30%	–	–	–	–	–	–
Kinetic Plastite		1	Armor	-10%	–	-30%	–	–	–	–	–	–

Elanus Risk Control - Current Equipment Models

			Sophistication Levels Available									
Make	Gear Type	Races Outfitted	I	II	III	IV	V	VI	VII	VIII	IX	X
Banshee	Assault Rifle	N/A	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ
Striker	Pistol	N/A	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ
Hurricane	Shotgun	N/A	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ
Hammer	Sniper Rifle	N/A	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ
Guardian	Armor	H/K/T	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ
Duelist	Armor	H/K/T/Q	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ
Warlord	Armor	K				þ	þ	þ	þ	þ	þ	þ

Elkoss Combine

Gear Quality: Entry Level

Unlock Level: 1

License Cost: 100

License sold at: Upper Market (Expat), Citadel Financial District Emporium (Delin), Port Hanshan, Noveria (Opold)

Specializes in: Armor, Omni-tools, Weapons

Corporate Profile:

A volus manufacturer based in the Terminus Systems, the Elkoss Combine produces less expensive versions of items carried by high-end manufacturers. Functional, yet affordable armor, weapons, and omni-tools are all available from the Elkoss Combine.

Corporate Upgrades

				Armor Parameters				Omni-tool Parameters			Biotic Amp Parame	
Name	Art	Tier Level	Gear Type	DP	Shields	Hardening	Special	Tech Cool-down Time	Shields	Medical	Duration	Pow
Reverse Engineered		1	Armor	–	-30%	-30%	–	–	–	–	–	–
Reverse Engineered		1	Omni-tool	–	–	–	–	-15%	–	-15%	–	–
Field Efficiency		1	Weapons	–	–	–	–	–	–	–	–	–

Elkoss Combine - Current Equipment Models

			Sophistication Levels Available									
Make	Gear Type	Races Outfitted	I	II	III	IV	V	VI	VII	VIII	IX	X
Avenger	Assault Rifle	N/A	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ
Edge	Pistol	N/A	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ
Scimitar	Shotgun	N/A	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ
Reaper	Sniper Rifle	N/A	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ
Gladiator	Armor	H/T	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ
Assassin	Armor	H/T	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ
Cipher Tool	Omni-tool	N/A	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ

Hahne-Kedar

Gear Quality: Entry Level

Unlock Level: 1

License Cost: Free

License sold at: Normandy Requisitions Officer

Specializes in: Armor, Weapons

Corporate Profile:

Reliable and efficient, Earth-based Hahne-Kedar has become a major supplier to the Systems Alliance military. Their weapons are considered stock quality at best, though their armor lines are generally recognized as above average.

Corporate Upgrades

				Armor Parameters				Omni-tool Parameters			Biotic Amp Parame	
Name	Art	Tier Level	Gear Type	DP	Shields	Hardening	Special	Tech Cool-down Time	Shields	Medical	Duration	Pow
Field Destabilizer		2	Armor	–	+20%	–	–	–	–	–	–	–
Reverse Engineered		1	Weapons	–	–	–	–	–	–	–	–	–

Hahne-Kadar - Current Equipment Models

			Sophistication Levels Available										
Make	Gear Type	Races Outfitted	I	II	III	IV	V	VI	VII	VIII	IX	X	
Lancer	Assault Rifle	N/A	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ	N/A
Kessler	Pistol	N/A	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ	N/A
Storm	Shotgun	N/A	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ	N/A
Avenger	Sniper Rifle	N/A	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ	N/A
Scorpion	Armor	H/K/T	þ*			þ	þ	þ	þ	þ	þ	þ	*Only dropped in box after saving Ashley on Eden Prime
Ursa	Armor	H/K/T				þ	þ	þ	þ	þ	þ	þ	N/A
Silverback	Armor	T	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ	N/A
Predator	Armor	H/K/T				þ	þ	þ	þ	þ	þ	þ	N/A
Mantis	Armor	H/Q/T/Q	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ	N/A

Sirta Foundation

Gear Quality: Entry Level

Unlock Level: 1

License Cost: 100

License sold at: Citadel Financial District Emporium (Delin), Rift Station, Noveria (Petozi), Commander Rentola (if rescued from Virmire)

Specializes in: Armor, Bio-Amps, Omni-tools

Corporate Profile:

A biomedical firm, Sirta made its fortune eliminating several genetic diseases endemic to human populations.

The foundation is renowned for its humanitarian efforts, and refuses to produce weapons or similar "offensive" products. They do, however, offer basic protective or utilitarian items ranging from armor to omni-tools to biotic amps.

Corporate Upgrades

				Armor Parameters				Omni-tool Parameters			Biotic Amp Parame	
Name	Art	Tier Level	Gear Type	DP	Shields	Hardening	Special	Tech Cool-down Time	Shields	Medical	Duration	Pow
Medical VI		1	Armor	-10%	-30%	–	+1 Health Regen per second	–	–	–	–	–
Medical Overlay		1	Omni-tools	–	-15	–	–	–	–	-15%	–	–
Neural Buffer		1	Biotic Amps	–	–	–	–	–	–	–	–	-15%

Sirta Foundation - Current Equipment Models

			Sophistication Levels Available									
Make	Gear Type	Races Outfitted	I	II	III	IV	V	VI	VII	VIII	IX	X
Phoenix	Armor	H/K/T/Q	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ
Chameleon Tool	Omni-tool	N/A	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ
Unity Amp	Biotic Amp	N/A	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ

Ariake Technologies

Gear Quality: Advanced Gear

Unlock Level: 18

License Cost: 6,250

License sold at: C-Sec Requisitions Officer, Commander Rentola (if rescued from Virmire)

Specializes in: Armor, Omni-tools, Weapons

Corporate Profile:

An Earth-based electronics concern, Ariake Tech is best known for their high-grade omni-tools. Recently they have branched out to develop a line of high-grade armor with an enhanced ablative weave to provide extra protection.

Corporate Upgrades

				Armor Parameters				Omni-tool Parameters			Biotic Amp Parame	
Name	Art	Tier Level	Gear Type	DP	Shields	Hardening	Special	Tech Cool-down Time	Shields	Medical	Duration	Pow
Ablative Weave		2	Armor	–	+30%	-10%	–	–	–	–	–	–
Adaptive Overlay		2	Omni-tools	–	+10%	–	–	-10%	+10%	+10%	–	–
Radiation Synch		2	Weapons	–	–	–	–	–	–	–	–	–

Ariake Tech - Current Equipment Models

			Sophistication Levels Available										
Make	Gear Type	Races Outfitted	I	II	III	IV	V	VI	VII	VIII	IX	X	
Ronin	Armor	H/K/T				þ	þ	þ	þ	þ	þ	þ	N/A
Tsunami	Assault Rifle	N/A				þ	þ	þ	þ	þ	þ	þ	N/A
Raikou	Pistol	N/A				þ	þ	þ	þ	þ	þ	þ	N/A
Kaji	Shotgun	N/A				þ	þ	þ	þ	þ	þ	þ	N/A
Ikazuchi	Sniper Rifle	N/A				þ	þ	þ	þ	þ	þ	þ	N/A
Logic Arrest Tool	Omni-tool	N/A				þ	þ	þ	þ	þ	þ	þ	N/A
Katana	Shotgun	N/A				þ	þ	þ	þ	þ	þ	þ	N/A
Naginata	Sniper Rifle	N/A				þ	þ	þ	þ	þ	þ	þ	N/A
Mercenary	Armor	H/K/T	þ*			þ	þ	þ	þ	þ	þ	þ	*Wrex's Starting Armor

Armali Council

Gear Quality: Advanced Gear

Unlock Level: 18

License Cost: 6,250

License sold at: Salarian Camp on Virmire (Commander Rentola)

Specializes in: Bio-Amps, Omni-tools

Corporate Profile:

The Armali Council is an affiliation of asari manufacturing guilds recognized for maintaining consistent standards of excellence.

Armali makes high-grade omni-tools, and their bio-amps are widely recognized as the finest money can buy, though these are only available to a select list of clients.

Corporate Upgrades

				Armor Parameters				Omni-tool Parameters			Biotic Amp Parame	
Name	Art	Tier Level	Gear Type	DP	Shields	Hardening	Special	Tech Cool-down Time	Shields	Medical	Duration	Pow
Empathic Interface		3	Biotic Amps	–	–	–	–	–	–	–	+10%	-20%
Neural Interpreter		2	Omni-tools	–	–	–	–	+20%	–	-10%	–	–

Armali Council - Current Equipment Models

			Sophistication Levels Available									
Make	Gear Type	Races Outfitted	I	II	III	IV	V	VI	VII	VIII	IX	X
Nexus	Omni-tool	N/A	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ
Prodigy	Biotic Amp	N/A	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ

Devlon Industries

Gear Quality: Advanced Gear

Unlock Level: 18

License Cost: 6,250

License sold at: Citadel Financial District Emporium (Delin)

Specializes in: Armor, Weapons

Corporate Profile:

Devlon Industries is best known for producing basic armor models that can withstand a variety of environmental extremes such as cold, heat, or toxic exposure. They also market a complete line of military-grade weapons.

Corporate Upgrades

				Armor Parameters				Omni-tool Parameters			Biotic Amp Pa	
Name	Art	Tier Level	Gear Type	DP	Shields	Hardening	Special	Tech Cool-down Time	Shields	Medical	Duration	
Advanced Fusion		2	Weapons	–	–	–	–	–	–	–	–	–
Environmentally Sealed		1	Armor	-7%	-20%	-20%	Reduces Environmental Hazards by 1 Level	–	–	–	–	–

Devlon Industries - Current Equipment Models

			Sophistication Levels Available										
Make	Gear Type	Races Outfitted	I	II	III	IV	V	VI	VII	VIII	IX	X	
Survivor	Armor	H/K/T/Q	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ	N/A
Liberator	Armor	H/K/T/Q	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ	N/A
Explorer	Armor	H/K/T/Q	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ	N/A
Thermal	Armor	T	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ	N/A
Raptor	Assault Rifle	N/A				þ	þ	þ	þ	þ	þ	þ	N/A
Stinger	Pistol	N/A		þ *		þ	þ	þ	þ	þ	þ	þ	*Given to Shepard by Cole on Eden Prime
Firestorm	Shotgun	N/A				þ	þ	þ	þ	þ	þ	þ	N/A
Striker	Sniper Rifle	N/A				þ	þ	þ	þ	þ	þ	þ	N/A

Haliat Armory

Gear Quality: Advanced Gear

Unlock Level: 18

License Cost: 6,250

License sold at: Zhou's Hope, Feros (Ledra)

Specializes in: Weapons

Corporate Profile:

One of the smaller turian weapons manufacturers, Haliat Armory was given permission by the Hierarchy to sell excess units on the galactic market. Rather than trying to compete with high-end manufacturers, Haliat specializes in a line of basic-level weapons.

Corporate Upgrades

				Armor Parameters				Omni-tool Parameters			Biotic Amp Paramet	
Name	Art	Tier Level	Gear Type	DP	Shields	Hardening	Special	Tech Cool-down Time	Shields	Medical	Duration	Pow
Absorbent Recoil		2	Weapons	–	–	–	–	–	–	–	–	–

Haliat Armory - Current Equipment Models

			Sophistication Levels Available									
Make	Gear Type	Races Outfitted	I	II	III	IV	V	VI	VII	VIII	IX	X
Thunder	Assault Rifle	N/A				þ	þ	þ	þ	þ	þ	þ
Stiletto	Pistol	N/A				þ	þ	þ	þ	þ	þ	þ
Tornado	Shotgun	N/A				þ	þ	þ	þ	þ	þ	þ
Equalizer	Sniper Rifle	N/A				þ	þ	þ	þ	þ	þ	þ

Rosenkov Materials

Gear Quality: Advanced Gear

Unlock Level: 18

License Cost: 6,250

License sold at: Port Hanshan, Noveria (Opold)

Specializes in: Armor, Weapons

Corporate Profile:

A human corporation, Rosenkov Materials has forged a reputation as one of the premier armor manufacturers in Citadel Space.

Corporate Upgrades

				Armor Parameters				Omni-tool Parameters			Biotic Amp Paramet	
Name	Art	Tier Level	Gear Type	DP	Shields	Hardening	Special	Tech Cool-down Time	Shields	Medical	Duration	Pow
Shield VI		2	Armor	+20%	–	–	–	–	–	–	–	–
Superior Materials		3	Weapons	–	–	–	–	–	–	–	–	–

Rosenkov Materials - Current Equipment Models

			Sophistication Levels Available									
Make	Gear Type	Races Outfitted	I	II	III	IV	V	VI	VII	VIII	IX	X
Titan	Armor	H/K/T				þ	þ	þ	þ	þ	þ	þ
Kovalyov	Assault Rifle	N/A							þ	þ	þ	þ
Karpov	Pistol	N/A							þ	þ	þ	þ
Sokolov	Shotgun	N/A							þ	þ	þ	þ
Volkov	Sniper Rifle	N/A							þ	þ	þ	þ

Armax Arsenal

Gear Quality: Elite and Prototypes

Unlock Level: 36

License Cost: 30,000

License sold at: Upper Market (Expat)

Specializes in: Armor, Bio-Amps, Weapons

Corporate Profile:

The main supplier of elite turian military units, Armax Arsenal weapons and armor are high-quality, high-priced, and very difficult to acquire for most non-turians. They also make a basic-grade omni-tool that is available to the general public.

Corporate Upgrades

				Armor Parameters				Omni-tool Parameters			Biotic Amp Param	
Name	Art	Tier Level	Gear Type	DP	Shields	Hardening	Special	Tech Cool-down Time	Shields	Medical	Duration	Po
Phasic Chambering		3	Weapons	–	–	–	–	–	–	–	–	–
Neural Sequencer		1	Biotic Amps	–	–	–	–	–	–	–	+15%	-15%
Woven Armalite		3	Armor	–	+80%	+20%	–	–	–	–	–	–

Armax Arsenal - Current Equipment Models

			Sophistication Levels Available									
Make	Gear Type	Races Outfitted	I	II	III	IV	V	VI	VII	VIII	IX	X
Gemini Amp	Biotic Amps	N/A	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ
Crossfire	Assault Rifle	N/A							þ	þ	þ	þ
Brawler	Pistol	N/A							þ	þ	þ	þ
Avalanche	Shotgun	N/A							þ	þ	þ	þ
Punisher	Sniper Rifle	N/A							þ	þ	þ	þ
Predator H	Armor	H								þ		þ
Predator L	Armor	H								þ	þ	þ
Predator M	Armor	H/K/T							þ	þ		þ

Geth Armory

Gear Quality: Elite and Prototypes

Unlock Level: 36

License Cost: 30,000

License sold at: Lower Market (Morlan)

Specializes in: Armor, Weapons

Corporate Profile:

Few details are known about the manufacture of geth equipment, though their weapons and armor are of the highest quality. Geth Armory equipment is not compatible with existing mods and neither the Pulse Rifle nor the armors have any Upgrade Slots.

Corporate Upgrades

				Armor Parameters				Omni-tool Parameters			Biotic Amp Parame	
Name	Art	Tier Level	Gear Type	DP	Shields	Hardening	Special	Tech Cool-down Time	Shields	Medical	Duration	Pow
Geth Materials		3	Armor	+40%	+40%	+40%	+50% Move Penalty	–	–	–	–	–
Adaptive Fire Control		3	Weapons	–	–	–	–	–	–	–	–	–

Geth Armory - Current Equipment Models

			Sophistication Levels Available									
Make	Gear Type	Races Outfitted	I	II	III	IV	V	VI	VII	VIII	IX	X
Pulse Rifle	Assault Rifle	N/A							þ	þ	þ	þ
Battle Master	Armor	K							þ	þ	þ	þ

Kassa Fabrication

Gear Quality: Elite and Prototypes

Unlock Level: 36

License Cost: 30,000

License sold at: C-Sec Requisitions Officer, Rift Station - Noveria (Petozi)

Specializes in: Armor, Bio-Amps, Weapons

Corporate Profile:

A human-controlled private company, Kassa Fabrication is known to make the finest body armor in the galaxy. When it comes to personal protection suits, no expense is spared—as is reflected in the exorbitant cost of their products.

Recently, Kassa has also begun to manufacture omni-tools, though it will be some time until the quality is brought up to the high standards of their armor lines.

Corporate Upgrades

				Armor Parameters				Omni-tool Parameters			Biotic Amp Parame	
Name	Art	Tier Level	Gear Type	DP	Shields	Hardening	Special	Tech Cool-down Time	Shields	Medical	Duration	Pow
Micro Generators		3	Armor	+50%	+50%	–	–	–	–	–	–	–
Reverse Engineered		1	Biotic Amps	–	–	–	–	–	–	–	+20%	-10%
ME Enhancers		3	Weapons	–	–	–	–	–	–	–	–	–

Kassa Fabrication - Current Equipment Models

			Sophistication Levels Available									
Make	Gear Type	Races Outfitted	I	II	III	IV	V	VI	VII	VIII	IX	X
Breaker	Assault Rifle	N/A							þ	þ	þ	þ
Thorn	Pistol	N/A							þ	þ	þ	þ
Apocalypse	Shotgun	N/A							þ	þ	þ	þ
Harpoon	Sniper Rifle	N/A							þ	þ	þ	þ
Colossus	Armor	H/K/T/Q							þ	þ	þ	þ
Polaris	Biotic Amp	N/A	þ	þ	þ	þ	þ	þ	þ	þ	þ	þ
Armageddon	Shotgun	N/A							þ	þ	þ	þ
Razer	Pistol	N/A							þ	þ	þ	þ

Serrice Council

Gear Quality: Elite and Prototypes

Unlock Level: 36

License Cost: 30,000

License sold at: Citadel Financial District Emporium (Delin), and Commander Rentola (if rescued from Virmire)

Specializes in: Armor, Bio-Amps, Omni-tools

Profile

An asari consortium, the Serrice Council is the creator of the most powerful bio-amp on the market.

Not just concerned with profit, they typically make customers undergo a rigorous screening process before being approved to purchase their product. Serrice Council amps are incredibly rare—and highly prized—items on the galactic market.

Corporate Upgrades

				Armor Parameters				Omni-tool Parameters			Biotic Amp Parame	
Name	Art	Tier Level	Gear Type	DP	Shields	Hardening	Special	Tech Cool-down Time	Shields	Medical	Duration	Pow
Asari Materials		3	Armor	+20%	+40%	+40%	–	–	–	–	–	–
Advanced VI		3	Omni-tools	–	+20%	–	–	+20%	+20	+10%	–	–
Neural Parallelism		3	Biotic Amps	–	–	–	–	–	–	–	+20%	+20%

Serrice Council - Current Equipment Models

			Sophistication Levels Available									
Make	Gear Type	Races Outfitted	I	II	III	IV	V	VI	VII	VIII	IX	X
Phantom*	Armor	T						þ	þ	þ	þ	þ
Savant	Biotic Amp	N/A						þ	þ	þ	þ	þ
Deepsnow Tool	Omni-tool	N/A						þ	þ	þ	þ	þ
Phantom*	Armor	T						þ	þ	þ	þ	þ
Savant	Biotic Amp	N/A						þ	þ	þ	þ	þ
Deepsnow Tool	Omni-tool	N/A						þ	þ	þ	þ	þ

Note: Nihlus's Armor

Spectre

Gear Quality: Elite and Prototypes

Unlock Level: N/A

License Cost: Special

License sold at: N/A

Specializes in: Armor, Weapons

Notes: Once unlocked, Master Spectre gear is available for purchase through C-Sec Requisitions Officer or the Normandy's Requisitions Officer.

Corporate Profile:

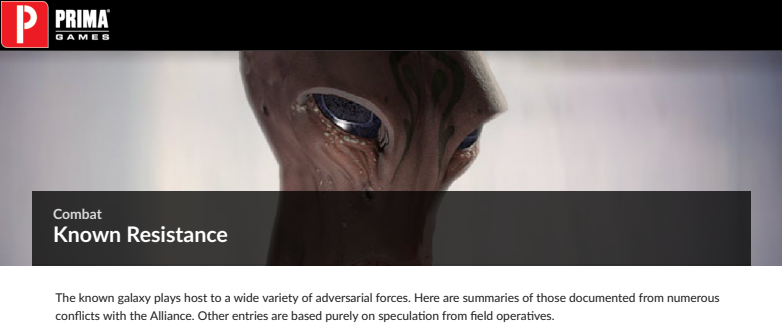
Master Spectre gear consists of prototype technology not yet available through other manufacturers.

Corporate Upgrades

				Armor Parameters				Omni-tool Parameters			Biotic Amp Paramet	
Name	Art	Tier Level	Gear Type	DP	Shields	Hardening	Special	Tech Cool-down Time	Shields	Medical	Duration	Pow
Adaptive Fire Control		3	Weapons	–	–	–	–	–	–	–	–	–

HMW Spectre - Current Equipment Models

			Sophistication Levels Available									
Make	Gear Type	Races Outfitted	I	II	III	IV	V	VI	VII	VIII	IX	X
Mark HMWP	Pistol	N/A							þ			þ
Mark HMWSG	Shotgun	N/A							þ			þ
Mark HMWSR	Sniper Rifle	N/A							þ			þ
Mark HMWAR	Assault Rifle	N/A							þ			þ



Combat

Known Resistance

The known galaxy plays host to a wide variety of adversarial forces. Here are summaries of those documented from numerous conflicts with the Alliance. Other entries are based purely on speculation from field operatives.

Note

Please note: conflict-specific enemy data is reserved for the walkthrough sections of this guide.

For Alliance training purposes, resistance units are classified in standardized ways to assist in your assimilation of their documented characteristics.

Enemy Ranks (from easiest to most challenging when faced in combat:

- Minion
- Elite
- Sub-Boss
- Boss
- Elite Boss

Enemy Unit Tactics:

Specific units are prone to certain behaviour and tactics. The summaries contained herein list observed tactics, but enemy units may not consistently utilize all tactics in all situations.

Flanker: Possesses the ability to move quickly around the environment to advantageous positions; includes geth recon drones and sappers.

Tank: These are elite or higher units with high survivability. They distract allies or remove useful cycles from squad members who engage them.

These units don't have high powered weapons but are capable of withstanding extensive combat damage. Examples include krogan warlords or krogan battlemasters.

Spoiler: These units attempt to ruin a squad's capability to fight at peak efficiency by utilizing attacks or abilities that affect weapon stability, cause recurring toxic damage, or shut down tech and biotic powers. Units include geth hopper variants and asari commandos.

Killer: This unit type is designed to punish opponents with massive amounts of damage.

Left unchecked in combat, they represent a very real threat to small squads through continued use of their highly varied special abilities. Examples include geth shock troopers, armatures, and destroyers.

Support: Enemy support units that are able to improve combat performance or survivability for others within their numbers.

Eliminating these units removes significant combat support for the opposition. Examples include geth repair drones and juggernauts.

Siege: Rush assault units that are able to quickly bypass allied cover or shields and deal damage directly to the individual.

Their presence often forces allied units to abandon cover and seek a better position, effectively flushing them out for other enemy units to engage them in the open.

Examples include geth armature, asari commando, and biotic fanatics.

Traitor Forces

Asari Commando

Type: Sub-Boss

Tactics: Killer, Siege

Resistances: Biotics and Tech

Weaknesses: None

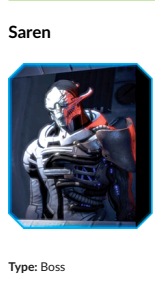
Powers: Warp, Barrier, Throw, Lift, Marksman

Notes: A rogue company of commandos under the command of Matriarch Benezia has broken away and is now actively working with the geth and Sovereign

Tip

Asari commandos (and krogan battlemasters) are tough when they get their barriers up. Use the squad's abilities, grenades, or even Hammerhead/Sledgehammer Ammo to incapacitate them before they get the chance to activate their kinetic barriers!

Saren



Type: Boss

Tactics: Flanker, Tank, Killer, Spoiler

Resistances: Biotics (Physics Immune), Combat, Tech

Weaknesses: None

Powers: Shield Boost, Disruption Rocket, Sabotage, Damping, Hover

Tip

Enemies that fly under their own power are immune to biotic attacks such as Lift, Throw, and Singularity that would otherwise affect a the gravity surrounding an individual.

The Avatar

Type: Boss

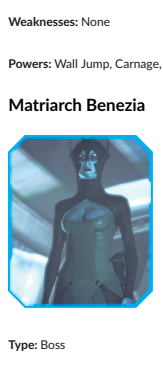
Tactics: Flanker, Tank, Killer, Spoiler

Resistances: Tech, Combat, Biotics

Weaknesses: None

Powers: Wall Jump, Carnage, Sabotage Beam, Overload Beam, Damping Beam

Matriarch Benezia



Type: Boss

Tactics: Killer, Siege, Spoiler

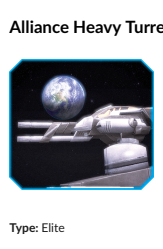
Resistances: Biotics and Tech

Weaknesses: None

Powers: Warp-Throw, Barrier, Lift, Stasis, Marksman

Notes: Instead of Warp and Throw, Benezia has a Warp-Throw ability that does both if it hits the player.

Alliance Heavy Turret



Type: Elite

Tactics: Killer, Tank

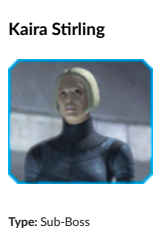
Resistances: Biotics (Physics Immune), Combat

Weaknesses: Tech

Powers: None

Notes: Attached to the ground, so they are immune to Throw, Lift, and Singularity. These are the two small turrets Fist uses in his fight.

Kaira Stirling



Type: Sub-Boss

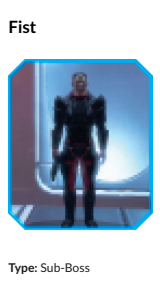
Tactics: Killer

Resistances: Biotics

Weaknesses: None

Powers: Warp, Lift, Barrier, Carnage

Fist



Type: Sub-Boss

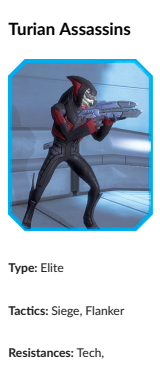
Tactics: Tank, Killer

Resistances: Combat

Weaknesses: None

Powers: Marksman, Shield Boost, Immunity

Turian Assassins



Type: Elite

Tactics: Siege, Flanker

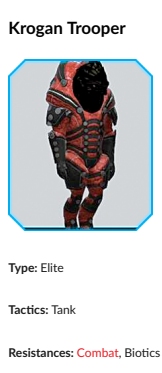
Resistances: Tech,

Weaknesses: Biotic, Combat

Powers: Carnage, Immunity

Krogan

Krogan Trooper



Type: Elite

Tactics: Tank

Resistances: Combat, Biotics

Weaknesses: Tech

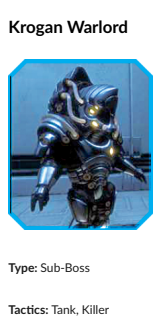
Powers: Immunity, Shield Boost, Krogan Regeneration, Melee Attack, Overkill

Notes: Krogan often charge into melee range if you wound them or approach them too closely.

Tip

Krogan (and asari) enemies are resistant to biotic skills such as Throw, Singularity, and Stasis, however if they're first caught by Lift and suspended in midair, their resistances are essentially nullified.

Krogan Warlord



Type: Sub-Boss

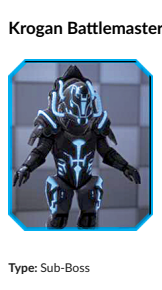
Tactics: Tank, Killer

Resistances: Combat, Biotics

Weaknesses: Tech

Powers: Immunity, Shield Boost, Krogan Regeneration, Carnage, Melee Attack, Overkill

Krogan Battlemaster



Type: Sub-Boss

Tactics: Tank, Killer, Siege

Resistances: Combat, Biotics

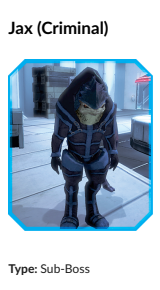
Weaknesses: None

Powers: Barrier, Krogan Regeneration, Carnage, Lift, Warp, Melee Attack

Tip

Use Lift to suspend a krogan in midair; if it's reduced to 0 health while suspended, it won't be able to use the infamous krogan regeneration ability.

Jax (Criminal)



Type: Sub-Boss

Tactics: Tank, Killer

Resistances: Combat

Weaknesses: None

Powers: Krogan Regeneration, Krogan Smash

Undead

Reaper Husk

Type: Minion

Tactics: Siege, Tank

Resistances: Combat

Weaknesses: Tech, Biotics

Powers: Tesla Pulse (ignores target's cover), Melee Attack

Notes: Tesla Pulse ability does extra damage against shields. Husks still count as organic creatures.

Tip

Always know where you enemies are at—peering out from the safety of cover is always a good tactic but be speedy about it, some enemies will quickly flank you, especially if you are in a cave or open battlefield.

Tip

Husks are mostly synthetic, however they're still organic enough to be susceptible to the Neural Shock ability but not synthetic enough to be harmed by AI Hacking.

Thorian Creeper

Type: Minion

Tactics: Tank, Siege

Resistances: Combat

Weaknesses: Biotics

Powers: Vomit Attack (short-range, extremely toxic cone that lowers target's damage resistance), Melee Attack

Notes: Toxic Vomit slows healing; it doesn't make you more vulnerable to future attacks.

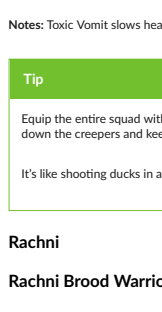
Tip

Equip the entire squad with shotguns regardless of their Talent ranks. The force behind a shotgun blast is enough to knock down the creepers and keep them from surrounding the squad.

It's like shooting ducks in a barrel when the creepers are constantly trying to get up off the ground.

Rachni

Rachni Brood Warrior



Type: Sub-Boss

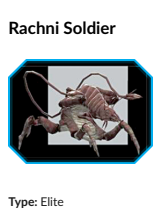
Tactics: Tank, Siege, Support

Resistances: Biotics, Tech

Weaknesses: Combat

Powers: Melee Attack, Acid Spit (ranged attack that lowers your damage resistance), Warp, Stasis, First Aid

Rachni Soldier



Type: Elite

Tactics: Tank, Killer

Resistances: Tech, Biotics

Weaknesses: Combat

Powers: Melee Attack, Acid Spit

Tip

Surviving against rachni soldiers on harder difficulties can be a very difficult task considering rachni toxic attacks go right through the squad's shields.

The best way to counteract this is to equip armor mods that boost the squad's toxic resistance, and also stay on the move to avoid their melee attacks.

Rachni Worker

Type: Minion

Tactics: Killer

Resistances: None

Weaknesses: Combat

Powers: Explosive Attack

Tip

Workers often attack en masse and make suicide runs toward the squad. Use assault rifles to spray down the area with numerous shots and take out the easy-to-kill insects before they get within range and explode.

Geth Forces

Stealth Forces

Geth Sapper

Type: Minion

Tactics: Flanker, Spoiler

Resistances: None

Weaknesses: Biotics

Powers: Wall Jump, Radiation Burst, Sabotage Beam, Radar Jamming 3

Notes: Sabotage Beam overheats the weapons of one enemy. Radiation Burst is a gun that does toxic damage. (Toxic damage slows healing.)

Tip

The easiest way to kill hopper-class geth is to use Throw or Lift on them as they prowl the peripheral areas of the battle—most of the time the fall damage will be what kills them.

Geth Stalker

Type: Elite

Tactics: Flanker, Spoiler

Resistances: Tech

Weaknesses: Biotics

Powers: Wall Jump, Sabotage Beam, Overload Beam, Damping Beam, Radar Jamming 7

Notes: Sabotage Beam overheats the weapons of one enemy. Overload Beam damages the shields of one enemy.

Damping Beam resets the Tech/Biotic power cooldowns, of one enemy. Stalkers don't have any gun or direct-damage attack[em]they just disable targets

Tip

If you don't have Throw or Lift to kill hopper-class geth, use the arrow keys to give orders to the squad to kill them.

Geth Ghost

Type: Elite

Tactics: Flanker, Killer

Resistances: Tech

Weaknesses: Biotics

Powers: Wall Jump, Sniper Beam, Overload Blast, Radar Jamming 5

Notes: These are black hoppers. They flank enemies and quickly take them down with their Sniper Beam. Overload Blast is an improved version of the Overload Beam, with splash damage

Tip

Rifle butting works very well on weaker enemies such as geth troopers. Powerful enemies have to be wounded first before you can hurt them with melee attacks.

Troopers

Geth Trooper

Type: Minion

Tactics: Tank

Resistances: None

Weaknesses: Biotics, Tech

Powers: Geth Barrier, Shield Boost

Notes: The geth have more shields and less health than equivalent organic soldiers, which makes then very vulnerable to attacks that bypass shields

Geth Rocket Trooper

Type: Minion

Tactics: Killer

Resistances: None

Weaknesses: Biotics

Powers: Disruption Rocket, Scram Rocket

Notes: Disruption Rocket is short range (<100m) with heavy splash damage. Scram Rocket is long range (100-400m) with much less splash

Tip

Learn to spot rocket troopers first during a conflict. Take them out fast to prevent massive area-of-effect damage from their rockets.

Geth Shock Trooper

Type: Elite

Tactics: Tank, Killer

Resistances: None

Weaknesses: None

Powers: Geth Barrier, Carnage, Shield Boost

Geth Sniper

Type: Minion

Tactics: Killer

Resistances: None

Weaknesses: Biotics

Powers: Sniper Beam, Radar Jamming 1

Notes: When you see the red sniper beam, you have a few seconds to duck behind cover before they fire

Tip

Geth snipers are experts at one-shot kills; keep your head down when you see their laser sights scanning the battlefield and use the Sabotage Talent to prevent them from getting any shots off long enough to eliminate them.

Heavy Troops

Geth Destroyer

Type: Elite

Tactics: Killer, Siege

Resistances: Combat

Weaknesses: Tech

Powers: Charge, Melee Attack, Carnage

Tip

Geth destroyers (and most krogan) prefer to fight in close combat. Keep them at bay with biotic abilities. Master Damping also stuns them for a few seconds.

Geth Juggernaut

Type: Sub-Boss

Tactics: Killer, Siege

Resistances: Combat, Biotics

Weaknesses: None

Powers: Auto Disruption Rocket

Notes: Disruption Rocket can fire twice between reloads. (It's a distortion Rocket, so short range heavy splash damage

Geth Prime

Type: Boss

Tactics: Tank, Support, Spoiler

Resistances: Combat, Tech

Weaknesses: None

Powers: Combat VI, Overload, Damping, Shield Boost, Geth Barrier, Radar Jamming 9

Notes: Combat VI boosts the combat abilities of all nearby Geth through their networked intelligence. They'll shoot more often, more accurately, and do more damage

Tip

When the squad is charged by a heavy geth trooper or even a krogan, use the Lift Talent just before they make contact.

The momentum the charging enemy has quickly amassed will send them flying off into distant obstacles, likely with a drop that kills them in the resulting impact, or they may just continue to rise and float off into space.

Either way, you don't have to worry about them again.

Drones

Geth Recon Drone

Type: Minion

Tactics: Flanker

Resistances: Biotics (Physics Immune)

Weaknesses: Tech

Powers: Hover

Notes: The mass effect field used by Drones to hover makes them immune to Throw, Lift, and Singularity. They do possess light shielding

Geth Assault Drone

Type: Elite

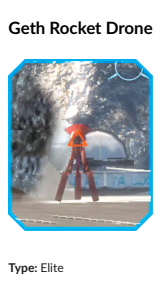
Tactics: Flanker, Killer

Resistances: Combat, Biotics (Physics Immune)

Weaknesses: Tech

Powers: Hover

Geth Rocket Drone



Type: Elite

Tactics: Flanker, Killer

Resistances: Combat, Biotics (Physics Immune)

Weaknesses: Tech

Powers: Disruption Rocket, Hover

Geth Repair Drone

Type: Minion

Tactics: Support, Flanker

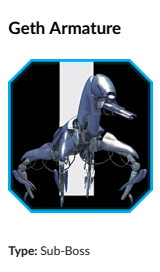
Resistances: Biotics (Physics Immune)

Weaknesses: Tech

Powers: Hover, Repair

Armatures

Geth Armature



Type: Sub-Boss

Tactics: Tank, Siege, Killer

Resistances: Combat

Weaknesses: None

Powers: Siege Pulse

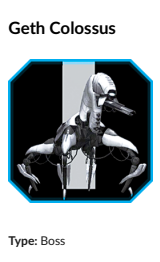
Notes: Siege Pulse has a large splash damage effect

Tip

Against geth armatures, using cover when on foot is the single most effective tactic you have going for you.

These metal quadrupeds don't move around the battlefield too much and their ranged attacks can't reach you if you're hiding behind cover such as large boulders or walls.

Geth Colossus



Type: Boss

Tactics: Tank, Killer, Siege

Resistances: Combat

Weaknesses: None

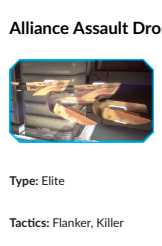
Powers: Siege Pulse

Tip

The colossus may be a massive adversary on foot but when the squad is in the Mako, it's not so imposing.

Drive into the colossus at high speed to knock the metal quadruped off its feet, then blast it freely with the cannon before it rights itself.

Alliance Assault Drones



Type: Elite

Tactics: Flanker, Killer

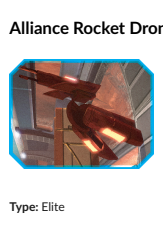
Resistances: Biotics (Physics Immune), Combat

Weaknesses: Tech

Powers: Hover

Note: Basically the same as the Geth Assault Drone, but with less shielding and more armor. Advanced versions exist with more armor and shielding.

Alliance Rocket Drone



Type: Elite

Tactics: Flanker, Killer

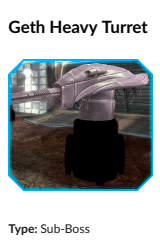
Resistances: Biotics (Physics Immune), Combat

Weaknesses: Tech

Powers: Hover, Disruption Rocket

Notes: Basically the same as the Geth Rocket Drone, but with less shielding and more armor. Advanced versions exist with more armor and shielding, and armed with an assault gun in addition to the rockets.

Geth Heavy Turret



Type: Sub-Boss

Tactics: Tank, Killer

Resistances: Combat, Biotics (Physics Immune)

Weaknesses: Tech

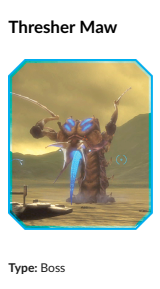
Powers: Disruption Rocket, Scram Rocket

Notes: Disruption Rocket is short range (<100m) with heavy splash damage. Scram Rocket is long range (100-400m) with much less splash.

Attached to the ground, so they are immune to Throw, Lift, and Singularity. Geth version has more shields, Alliance version has more armor

Beasts

Thresher Maw



Type: Boss

Tactics: Tank, Killer, Siege

Resistances: Combat, Biotics (Physics Immune), Tech

Weaknesses: None

Powers: Melee Attack, Long Range Acid Spit

Tip

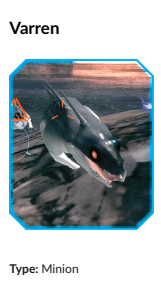
Your first encounter with a thresher maw could be a complete disaster, however, to make the conflict much easier, drive around the thresher in the Mako and find the optimal distance where Maw can't reach you.

When you find the sweet spot, where the Maw doesn't retreat underground, just sit there and keep firing the cannon at its head.

Every time it spits acid, wait for it to get in range, then hit the jump jets to avoid the incoming attack.

Don't move around after you find the right spot for your attack, as moving increases the chances the thresher will dive back underground and come up right underneath the Mako.

Varren



Type: Minion

Tactics: Siege, Killer

Resistances: None

Weaknesses: None

Powers: Melee Attack

Humanoids

Thug

Type: Minion

Tactics: Tank

Resistances: None

Weaknesses: Biotics, Tech

Powers: None

Notes: Criminals, scientists, and civilians. Typically Human, Turian, or Salarian. Pistol or Shotgun, No Armor.

Soldier

Type: Minion, Elite, Sub-Boss

Tactics: Tank

Resistances: Combat

Weaknesses: Tech

Powers: Overkill, Shield Boost, Immunity (E), Health Regen (E), Carnage (SB)

Notes: Guards, Mercenaries, Pirates, Criminals and Assassins. Typically Human or Turian. Assault Rifle, Shotgun, Heavy Armor.

Sniper

Type: Minion, Elite

Tactics: Tank, Killer

Resistances: Combat

Weaknesses: Tech

Powers: Sniper Beam, Adrenaline Burst, Shield Boost (E)

Notes: Guards, Mercenaries, and Pirates. Typically Human, Turian or Salarian. Sniper Rifle, Pistol, Light Armor.

Rocket Soldier

Type: Minion, Elite

Tactics: Tank, Killer

Resistances: Combat

Weaknesses: Tech

Powers: Disruption Rocket, Scram Rocket, Shield Boost, Immunity

Notes: Guards, Mercenaries, and Pirates. Typically Human or Turian. Assault Rifle, Heavy Armor.

Infiltrator

Type: Minion, Elite, Sub-Boss

Tactics: Killer, Spoiler

Resistances: Tech

Weaknesses: None

Powers: Sniper Beam, Overload, Sabotage, Shield Boost (E), Damping (SB)

Notes: Mercenaries, Pirates, Criminals and Assassins. Typically Human, Turian, or Salarian. Sniper Rifle, Pistol, Medium Armor.

Engineer

Type: Minion, Elite, Sub-Boss

Tactics: Spoiler, Support

Resistances: Tech

Weaknesses: Combat

Powers: Overload, Sabotage, First Aid, Damping (E), Neural Shock (SB)

Notes: Mercenaries, Pirates, Criminals, Scientists and Assassins. Typically Human or Salarian. Pistol, Light Armor.

Vanguard

Type: Minion, Elite, Sub-Boss

Tactics: Killer, Siege

Resistances: Biotics

Weaknesses: None

Powers: Carnage, Warp, Barrier (E), Lift (SB)

Notes: Mercenaries, Pirates, and Biotic Terrorists. Typically Human or Asari. Pistol, Shotgun, Medium Armor.

Adept

Type: Minion, Elite, Sub-Boss

Tactics: Killer, Siege

Resistances: Biotics

Weaknesses: Combat

Powers: Lift, Throw, Warp, Barrier (E), Stasis (SB)

Notes: Mercenaries, Pirates, and Biotic Terrorists. Typically Human or Asari. Pistol, Light Armor.

Sentinel

Type: Minion, Elite, Sub-Boss

Tactics: Support, Spoiler

Resistances: Biotics, Tech

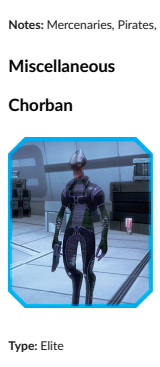
Weaknesses: Combat

Powers: Barrier, First Aid, Throw, Sabotage (E), Neural Shock (SB)

Notes: Mercenaries, Pirates, Scientists, and Biotic Terrorists. Typically Human or Asari. Pistol, Light Armor.

Miscellaneous

Chorban



Type: Elite

Tactics: Tank

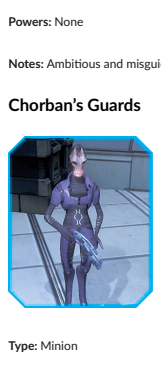
Resistances: Biotics

Weaknesses: Combat

Powers: None

Notes: Ambitious and misguided scientist

Chorban's Guards



Type: Minion

Tactics: Flanker, Support

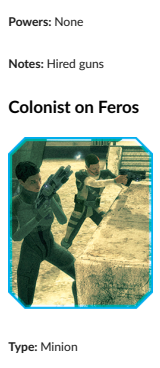
Resistances: None

Weaknesses: Combat, Biotics, Tech

Powers: None

Notes: Hired guns

Colonist on Feros



Type: Minion

Tactics: None

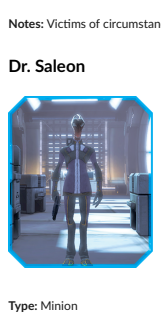
Resistances: None

Weaknesses: Combat, Tech, Biotics

Powers: None

Notes: Victims of circumstance

Dr. Saleon



Type: Minion

Tactics: None

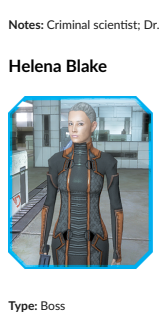
Resistances: None

Weaknesses: Biotic, Tech, Combat

Powers: None

Notes: Criminal scientist; Dr. Saleon dies in one shot.

Helena Blake



Type: Boss

Tactics: Siege, Killer

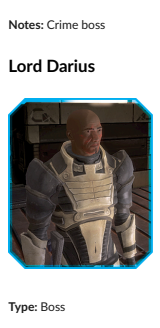
Resistances: Biotic

Weaknesses: Tech, Combat

Powers: Throw, Barrier

Notes: Crime boss

Lord Darius



Type: Boss

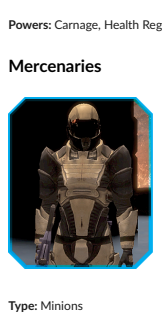
Tactics: Seige, Tank

Resistances: Tech

Weaknesses: Biotics

Powers: Carnage, Health Regen

Mercenaries



Type: Minions

Tactics: Flanker, Killer, Siege

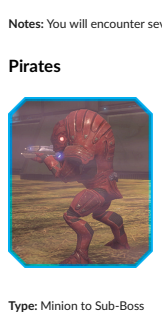
Resistances: Tech

Weaknesses: Biotics

Powers: Immunity, Carnage

Notes: You will encounter several types of Mercenary units, to include different races as well.

Pirates



Type: Minion to Sub-Boss

Tactics: Includes Tanks, Spoilers, Killers, and Siege troops

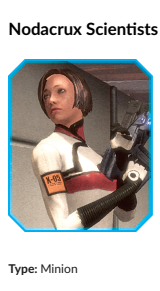
Resistances: Differs

Weaknesses: Differs

Powers: Includes power from all specialization classes

Notes: Pirates employ various species including Humans, Turians, Salarians, and Krogan.

Nodacrux Scientists



Type: Minion

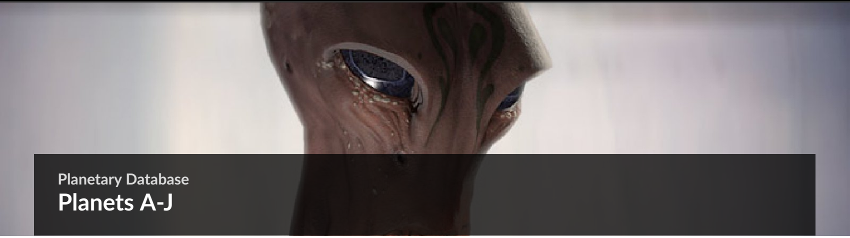
Tactics: None

Resistances: None

Weaknesses: Combat, Tech, Biotics

Powers: None

Notes: Exogeni black ops researcher



Planetary Database

Planets A-J

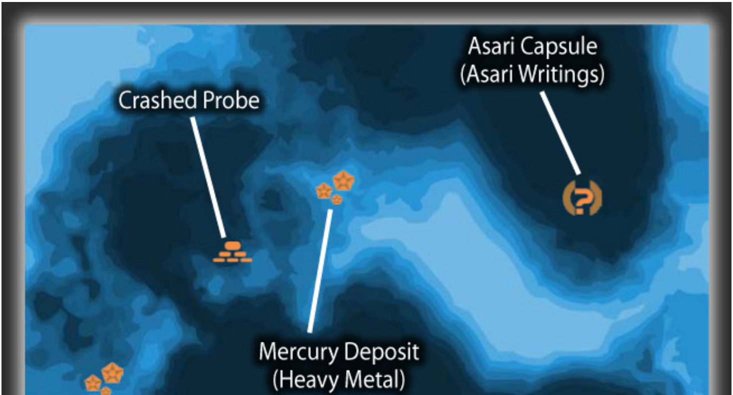
This section lists all the planets in the star systems you'll visit. Below you'll find information and maps to all the places you can visit.

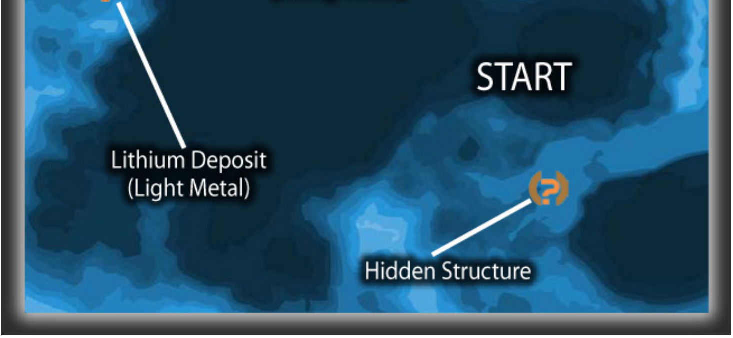
While many of the galaxy's planets have points of interest—collectibles or assignments—a large number of them hold no mysteries or elements.

These are listed by name under "Inert Planets" in each star system section. You can glance at them as you play but they have no features that will progress your game.

Argos Rho Cluster

Phoenix System


Asari Capsule
(Asari Writings)
Crashed Probe
Mercury Deposit
(Heavy Metal)


START
Lithium Deposit
(Light Metal)
Hidden Structure

Tuntau

Note

Unlocked when UNC: Listening Post Alpha and UNC: Listening Post Gamma are complete.

Patashi

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Rare element
- **Assignment** : None

Carbonaceous Asteroid [Hidden]

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Prothean data disc
- **Assignment** : None

Tuntau

- **Landable** : Yes

- **Surveyable** : No
- **Collectibles** : Heavy metal; light metal; asari writings
- **Assignment** : Wrex: Family Armor

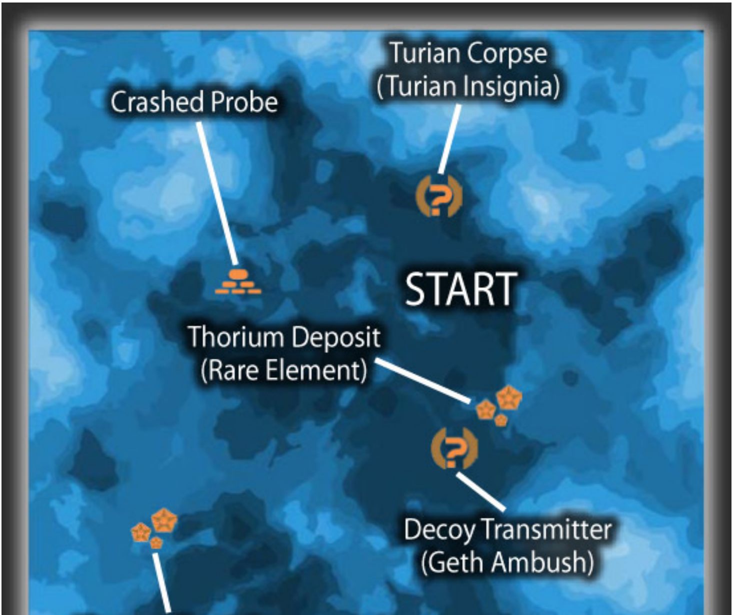
Vebinok

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Light metal
- **Assignment** : None

Inert Planets

- Sylsalto

Hydra System


Turian Corpse
(Turian Insignia)
Crashed Probe
START
Thorium Deposit
(Rare Element)
Decoy Transmitter
(Geth Ambush)

Mercury Deposit
(Heavy Metal)

Metgos

Metgos

- **Landable** : Yes
- **Surveyable** : No
- **Collectibles** : Rare element; heavy metal; turian insignia
- **Assignment** : UNC: Distress Call

Warning:

Level 2 Heat Hazard

Canrum

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Turian insignia
- **Assignment** : None

Syba

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Gas deposit
- **Assignment** : None

Gorgon System

Unidentified Space Facility [Hidden]

- **Landable** : Yes
- **Surveyable** : No
- **Collectibles** : None

- **Assignment** : UNC: Depot Sigma-23

Inert Planets

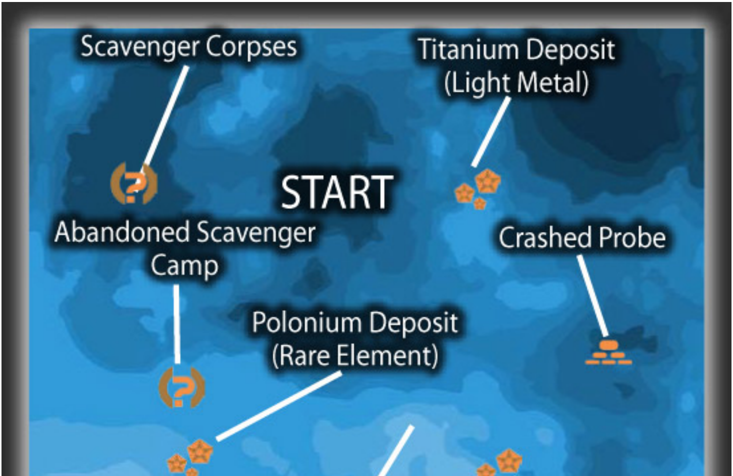
- Camaron
- Sharblu
- Slekon
- Vectra
- Wuo

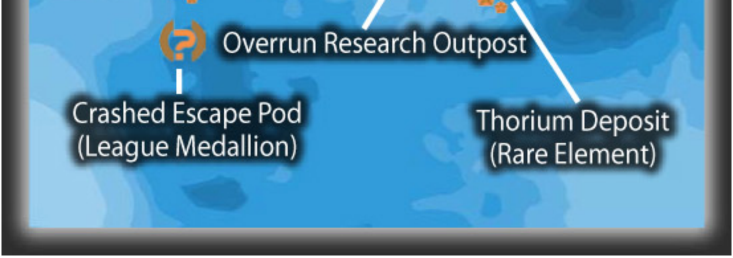
Note

Unlocked when UNC: Listening Post Alpha and UNC: Listening Post Theta are complete.

Armstrong Nebula

Gagarin System


Scavenger Corpses
Titanium Deposit (Light Metal)
START
Abandoned Scavenger Camp
Crashed Probe
Polonium Deposit (Rare Element)


Overrun Research Outpost
Crashed Escape Pod
(League Medallion)
Thorium Deposit
(Rare Element)

Rayingiri

Junthor

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Asari writing
- **Assignment** : None

Rayingri

- **Landable** : Yes
- **Surveyable** : No
- **Collectibles** : Rare element x2; light metal; League of One medallion
- **Assignment** : UNC: Geth Incursions

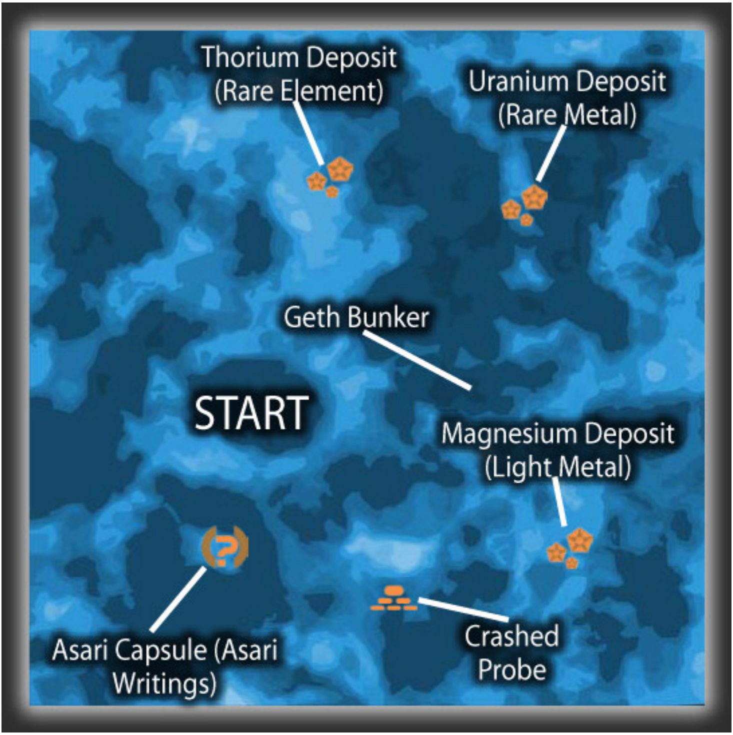
Antirumgon

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Light metal
- **Assignment** : None

Inert Planets

- Pressha
- Sogelrus

Grissom System


Thorium Deposit (Rare Element)
Uranium Deposit (Rare Metal)
Geth Bunker
START
Magnesium Deposit (Light Metal)
Asari Capsule (Asari Writings)
Crashed Probe

Solcrum

Note

The Grissom system unlocks during the Geth incursions assignment.

Benda

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : League of One medallion

- **Assignment** : None

Zaherux

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Light metal
- **Assignment** : None

Solcrum

- **Landable** : Yes
- **Surveyable** : No
- **Collectibles** : Light metal; rare element x2; asari writings
- **Assignment** : UNC: Geth Incursions

Warning:

Level 1 Heat Hazard

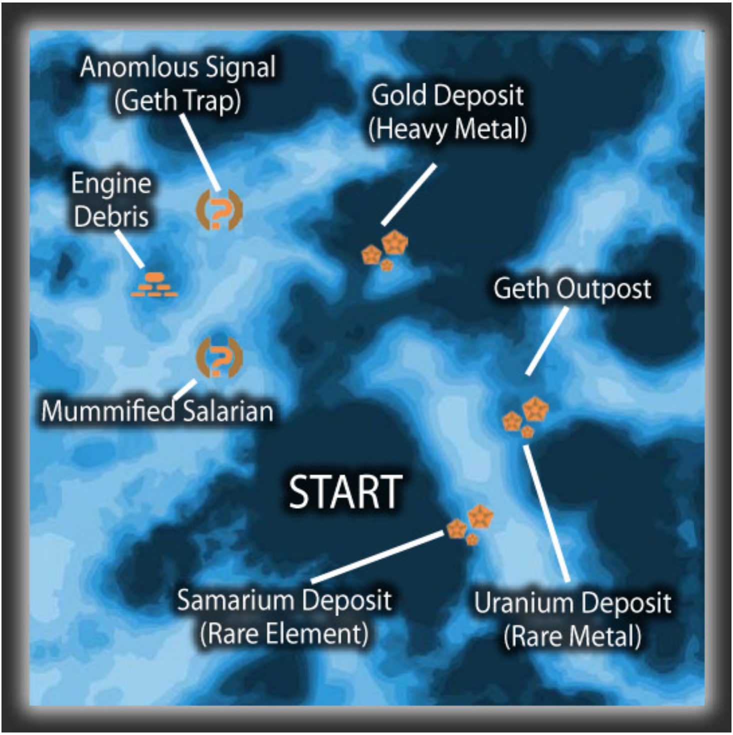
Rocky Asteroid [Hidden]

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Rare element
- **Assignment** : None

Inert Planets

- Notanban

Hong System


Anomlous Signal
(Geth Trap)
Gold Deposit
(Heavy Metal)
Engine
Debris
Geth Outpost
Mummified Salarian
START
Samarium Deposit
(Rare Element)
Uranium Deposit
(Rare Metal)

Casbin

Casbin

- **Landable:** Yes
- **Surveyable** : No
- **Collectibles** : Rare element x2; heavy metal; salarian ID tag
- **Assignment** : UNC: Geth Incursions

Matar

- **Landable:** No

- **Surveyable** : Yes
- **Collectibles** : Asari writings
- **Assignment** : None

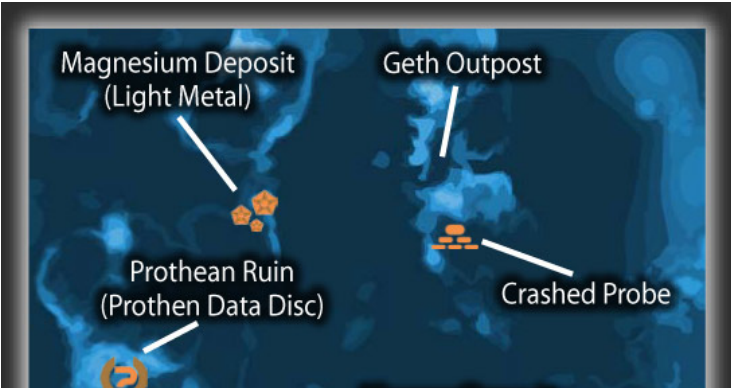
Treagir

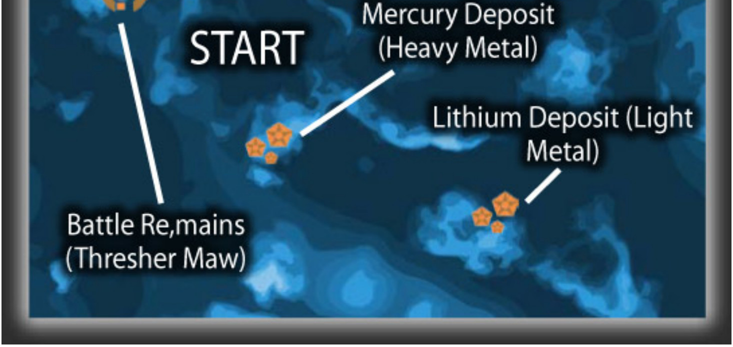
- **Landable:** No
- **Surveyable** : Yes
- **Collectibles** : Light metal
- **Assignment** : None

Inert Planets

- Pomal
- Thesaca

Tereshkova System


Magnesium Deposit (Light Metal)
Geth Outpost
Prothean Ruin (Prothen Data Disc)
Crashed Probe


START
Mercury Deposit
(Heavy Metal)
Lithium Deposit (Light
Metal)
Battle Re,mains
(Thresher Maw)

Antibaar

Carbonaceous Asteroid[Hidden]

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : League of One medallion
- **Assignment** : None

Antibaar

- **Landable:** Yes
- **Surveyable** : No
- **Collectibles** : Heavy metal; light metal x2; Prothean data disc
- **Assignment** : UNC: Geth Incursions

Patamalrus

- **Landable:** No
- **Surveyable** : Yes
- **Collectibles** : Heavy metal
- **Assignment** : None

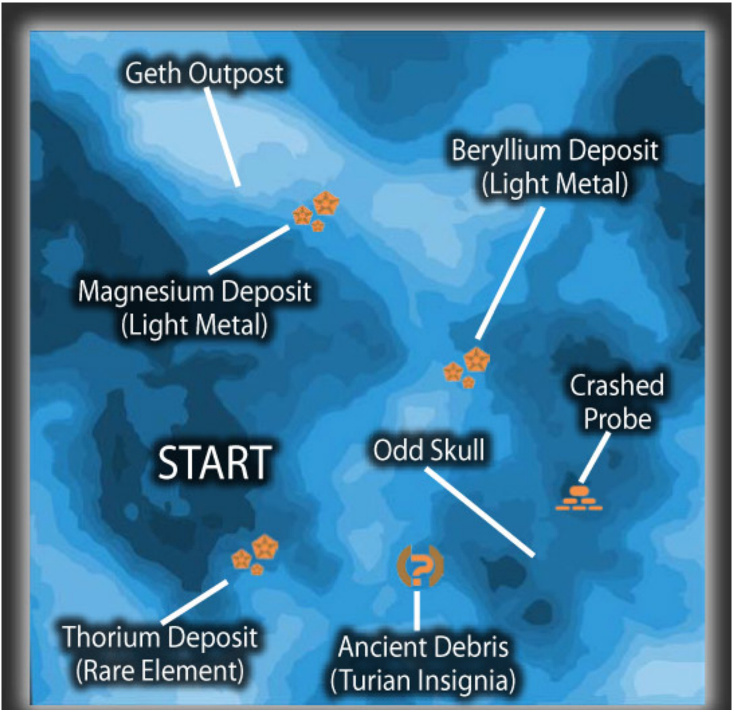
Thegeuse

- **Landable:** No
- **Surveyable** : Yes
- **Collectibles** : Heavy metal
- **Assignment** : None

Inert Planets

- Hunsalra
- Mawinor
- Solmarlon

Vamshi System


Geth Outpost
Beryllium Deposit (Light Metal)
Magnesium Deposit (Light Metal)
Crashed Probe
START
Odd Skull
Thorium Deposit (Rare Element)
Ancient Debris (Turian Insignia)

Maji

Maji

- **Landable:** Yes
- **Surveyable** : No
- **Collectibles** : Rare element; light metal x2; turian insignia
- **Assignment** : UNC: Geth Incursions

Pregel

- **Landable:** No
- **Surveyable** : Yes
- **Collectibles** : Turian insignia
- **Assignment** : None

Inert Planets

- Almos

Artemis Tau Cluster

Athens System

Proteus

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Gas deposit
- **Assignment** : None

Circe

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Gas deposit

- **Assignment** : None

Pharos

- **Landable:** No
- **Surveyable** : Yes
- **Collectibles** : Turian insignia
- **Assignment** : None

Inert Planets

- Nausicaa
- Salamis

Knossus System

Metallic Asteroid [Hidden]

- **Landable** : N **o**
- **Surveyable** : Yes
- **Collectibles** : Heavy metal
- **Assignment** : None

Therum

Note

Therum is a major plot world. Please see the Spectre Missions portion of this guide for details.

Carbonaceous Asteroid [Hidden]

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : League of One medallion

- **Assignment** : None

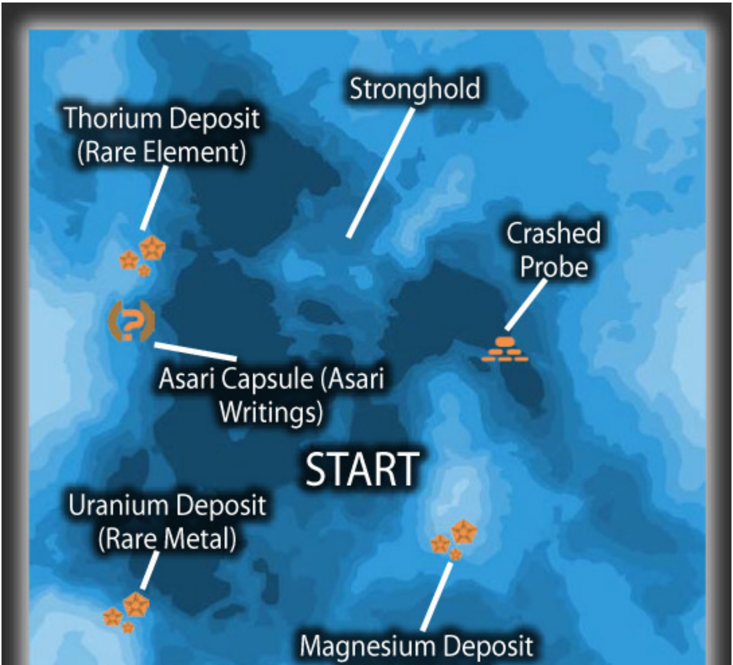
Archanes

- **Landable:** No
- **Surveyable** : Yes
- **Collectibles** : Gas deposit
- **Assignment** : None

Inert Planets

- Armeni
- Phaistos
- Zakros

Macedon System


Stronghold
Thorium Deposit (Rare Element)
Crashed Probe
Asari Capsule (Asari Writings)
START
Uranium Deposit (Rare Metal)
Magnesium Deposit

(Light Metal)

Sharjila

Sharjila

- **Landable:** Yes
- **Surveyable** : No
- **Collectibles** : Rare element x2; light metal; asari writings
- **Assignment** : UNC: Asari Diplomacy

Warning:

Level 1 Pressure Hazard

Porolan

- **Landable:** No
- **Surveyable** : Yes
- **Collectibles** : Asari writings
- **Assignment** : None

Metallic Asteroid [Hidden]

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Light metal
- **Assignment** : None

Fargeluse

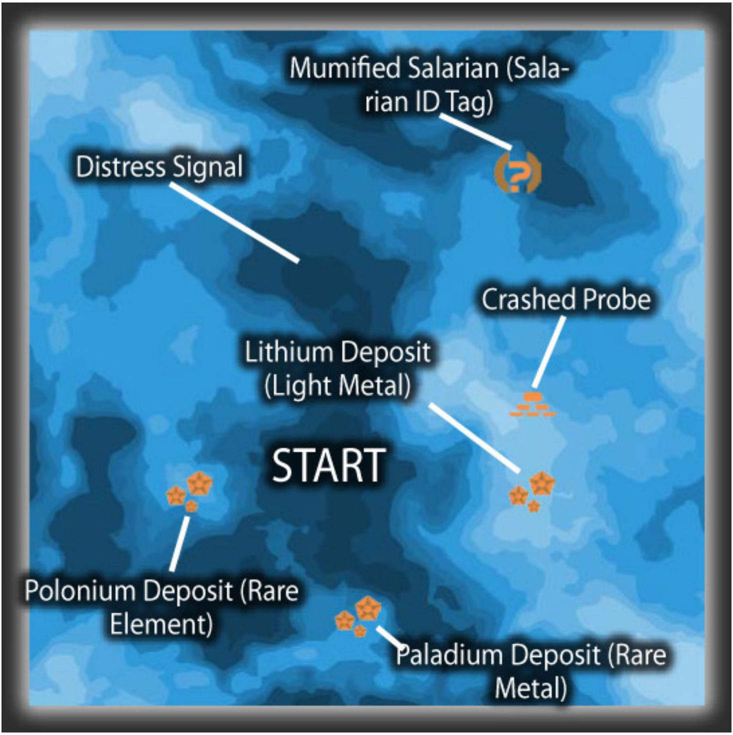
- **Landable:** No
- **Surveyable** : Yes
- **Collectibles** : Gas deposit

- **Assignment** : None

Inert Planets

- Patavig

Sparta System


Mumified Salarian (Salarian ID Tag)
Distress Signal
Crashed Probe
Lithium Deposit (Light Metal)
START
Polonium Deposit (Rare Element)
Paladium Deposit (Rare Metal)

Edolus

Asteroid Cluster [Hidden]

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Prothean data disc

- **Assignment** : None

Edolus

- **Landable:** Yes
- **Surveyable** : No
- **Collectibles** : Rare element; heavy metal; light metal; salarian ID tag
- **Assignment** : UNC: Missing Marines

Ontamalca

- **Landable:** No
- **Surveyable** : Yes
- **Collectibles** : Gas deposit
- **Assignment** : None

Alsages

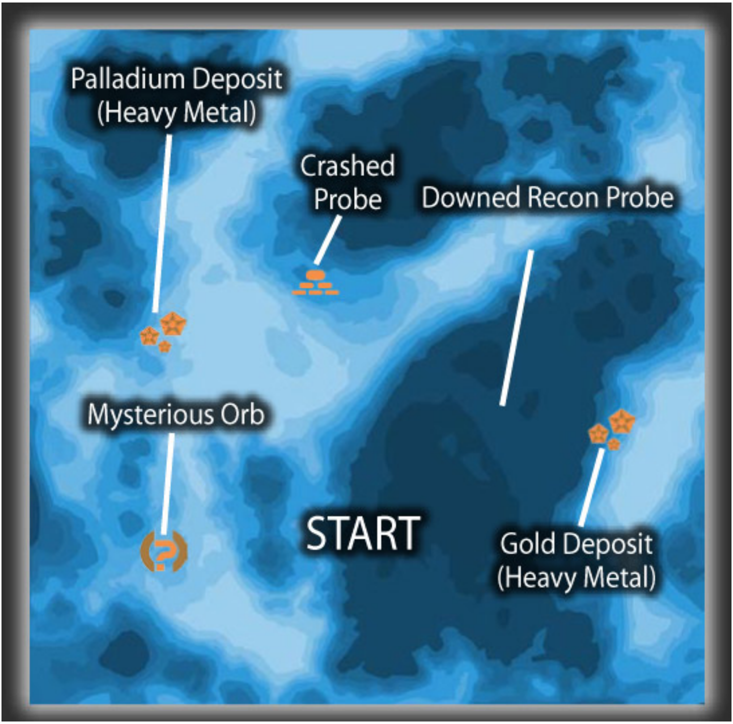
- **Landable:** No
- **Surveyable** : Yes
- **Collectibles** : Rare element
- **Assignment** : None

Inert Planets

- Altaaya
- Tremanre

Attican Beta Cluster

Hercules System


Palladium Deposit (Heavy Metal)
Crashed Probe
Downed Recon Probe
Mysterious Orb
START
Gold Deposit (Heavy Metal)

Eletania

Syided

- **Landable:** No
- **Surveyable** : Yes
- **Collectibles** : League of One medallion
- **Assignment** : None

Eletania

- **Landable:** Yes
- **Surveyable** : No
- **Collectibles** : Heavy metal x2

- **Assignment** : UNC: Lost Module

Warning:

Level 1 Toxic Hazard

Zatorus

- **Landable:** No
- **Surveyable** : Yes
- **Collectibles** : Heavy metal
- **Assignment** : None

Inert Planets

- Xathorron

Note

In order to activate the Mysterious Orb, you need a paticular item. You receive it form Sha' ira, the asari Consort on Citadel, when you complete her side-plot.

Theseus System

Feros

Note

Foros is a major plot world. Please see the "Walkthrough" portion of this guide for details.

Sharring

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Prothean data disc
- **Assignment** : None

Quana

- **Landable:** No

- **Surveyable** : Yes
- **Collectibles** : Light metal
- **Assignment** : None

Inert Planets

- Logan
- Sytau

Exodus Cluster

Utopia System

Eden Prime

Note

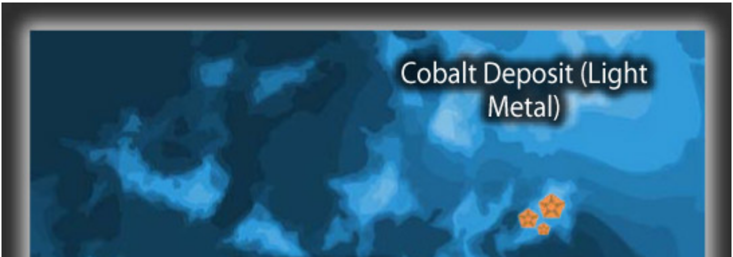
Eden Prime is a major plot world. Please see the "Walkthrough" portion of this guide for details. Also, bear in mind that you cannot visit this planet again from the Galaxy Map.

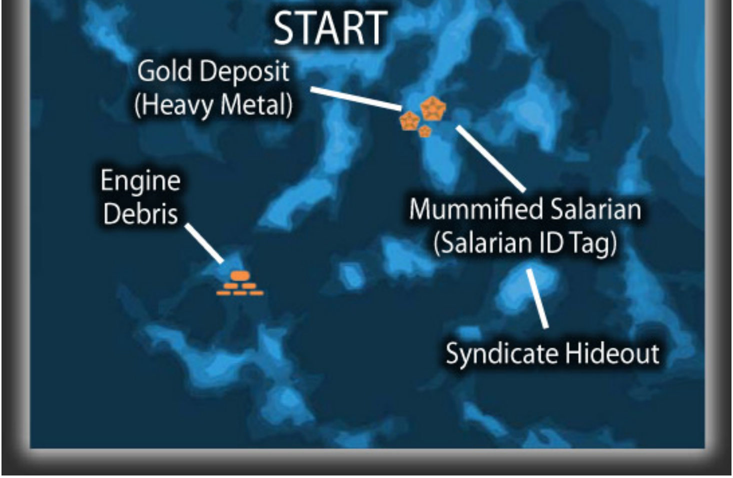
Inert Planets

- Arcadia
- Nirvana
- Xanadu
- Zion

Gemini Sigma Cluster

Han System


Cobalt Deposit (Light Metal)


START
Gold Deposit
(Heavy Metal)
Engine
Debris
Mummified Salarian
(Salarian ID Tag)
Syndicate Hideout

Mavigon

Note

The Han System unlocks when you receive the Hostile Tower assignment.

Paravin

- **Landable:** No
- **Surveyable** : Yes
- **Collectibles** : Asari writings
- **Assignment** : None

Mavigon

- **Landable** : Yes
- **Surveyable** : No
- **Collectibles** : Heavy metal; light metal; salarian ID tag
- **Assignment** : UNC: Hostile Takeover

Warning:

Level 1 Cold Hazard

Patatanlis

- **Landable:** No
- **Surveyable** : Yes
- **Collectibles** : Light metal
- **Assignment** : None

Inert Planets

- Farcrothu
- Huningto

Ming System

MSV Worthington

- **Landable:** Yes
- **Surveyable** : No
- **Collectibles** : None
- **Assignment** : UNC: Lost Freighter

Parag

- **Landable:** No
- **Surveyable** : Yes
- **Collectibles** : Light metal
- **Assignment** : None

Altanorch

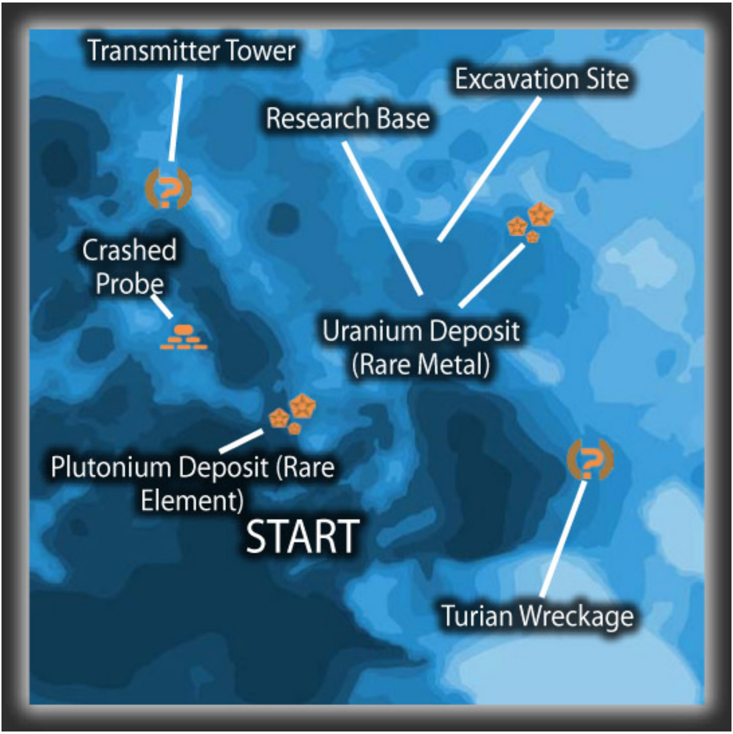
- **Landable:** No
- **Surveyable** : Yes
- **Collectibles** : League of One medallion
- **Assignment** : None

Inert Planets

- Antiroprus

Hades Gamma Cluster

Antaeus System


Transmitter Tower
Excavation Site
Research Base
Crashed Probe
Uranium Deposit (Rare Metal)
Plutonium Deposit (Rare Element)
START
Turian Wreckage

Trebin

Edmos

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Gas deposit

- **Assignment** : None

Ploba

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Asari writings
- **Assignment** : None

Trebin

- **Landable:** Yes
- **Surveyable** : No
- **Collectibles** : Rare element x2; turian insignia
- **Assignment** : UNC: Missing Survey Team

Vemal

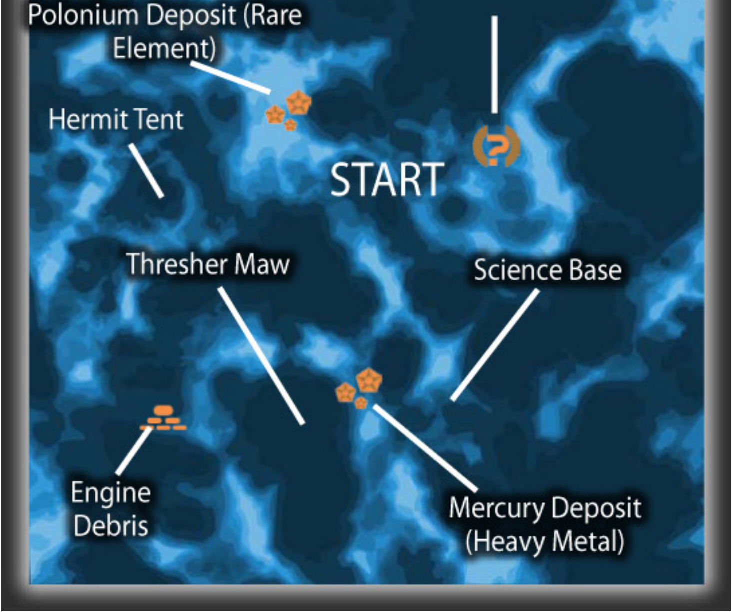
- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Rare element
- **Assignment** : None

Inert Planets

- Ageko
- Hunidor

Cacus System

Abandoned Outpost (Containers & Asari Writings)


Polonium Deposit (Rare Element)
Hermit Tent
START
Thresher Maw
Science Base
Engine Debris
Mercury Deposit (Heavy Metal)

Chohe

Note

The Cacus System unlocks when you achieve 275 Renegade or 275 Paragon points.

Zayarter

- **Landable:** No
- **Surveyable** : Yes
- **Collectibles** : Heavy metal
- **Assignment** : None

Chohe

- **Landable:** Yes
- **Surveyable** : No
- **Collectibles** : Heavy metal; rare element; asari writings

- **Assignment** : UNC: Besieged Base

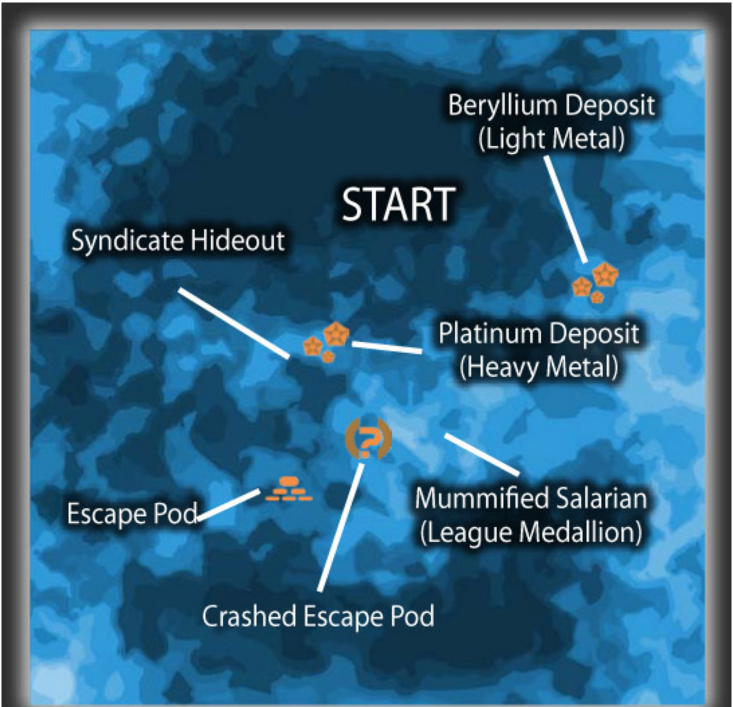
Faringor

- **Landable:** No
- **Surveyable** : Yes
- **Collectibles** : Rare element
- **Assignment** : None

Inert Planets

- Treyarmus
- Xamarri

Dis System


Beryllium Deposit (Light Metal)
START
Syndicate Hideout
Platinum Deposit (Heavy Metal)
Mummified Salarian (League Medallion)
Escape Pod
Crashed Escape Pod

Klensal

Note

The Dis System unlocks when you receive the Hostile Takeover assignment.

Nearrum

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Light metal
- **Assignment** : None

Klensal

- **Landable** : Yes
- **Surveyable** : No
- **Collectibles** : Heavy metal; light metal; League of One medallion
- **Assignment** : UNC: Hostile Takeover

Metallic Asteroid [Hidden]

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Light metal
- **Assignment** : None

Raysha

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Turian insignia
- **Assignment** : None

Inert Planets

- Gremar
- Jartar

Farinata System

Rocky Asteroid [Hidden]

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Light metal
- **Assignment** : None

MSV Ontario

- **Landable:** Yes
- **Surveyable** : No
- **Collectibles** : None
- **Assignment** : UNC: Hostage

Juntauma

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Prothean data disc
- **Assignment** : None

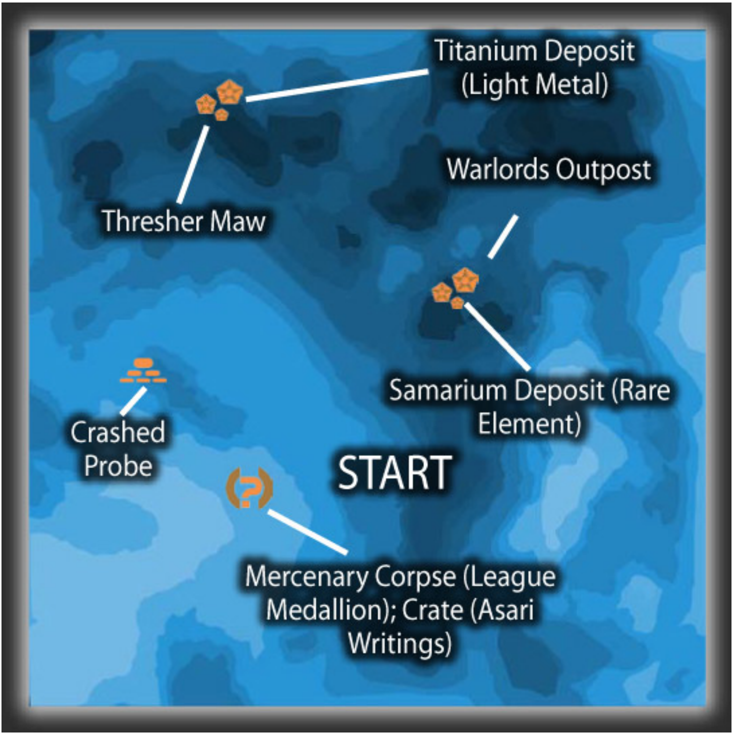
Nepneu

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Rare element
- **Assignment** : None

Inert Planets

- Tunshagon

Plutus System


Titanium Deposit (Light Metal)
Warlords Outpost
Thresher Maw
Samarium Deposit (Rare Element)
Crashed Probe
START
Mercenary Corpse (League Medallion); Crate (Asari Writings)

Nonuel

Note

The Plutus system unlocks when you achieve 275 Renegade or 275 Paragon points.

Mingito

- **Landable:** No
- **Surveyable** : Yes

- **Collectibles** : Rare element
- **Assignment** : None

Clocrolis

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Rare element
- **Assignment** : None

Nonuel

- **Landable** : Yes
- **Surveyable** : No
- **Collectibles** : Rare element; light metal; asari writings; League of One medallion
- **Assignment** : UNC: The Negotiation

Warning:

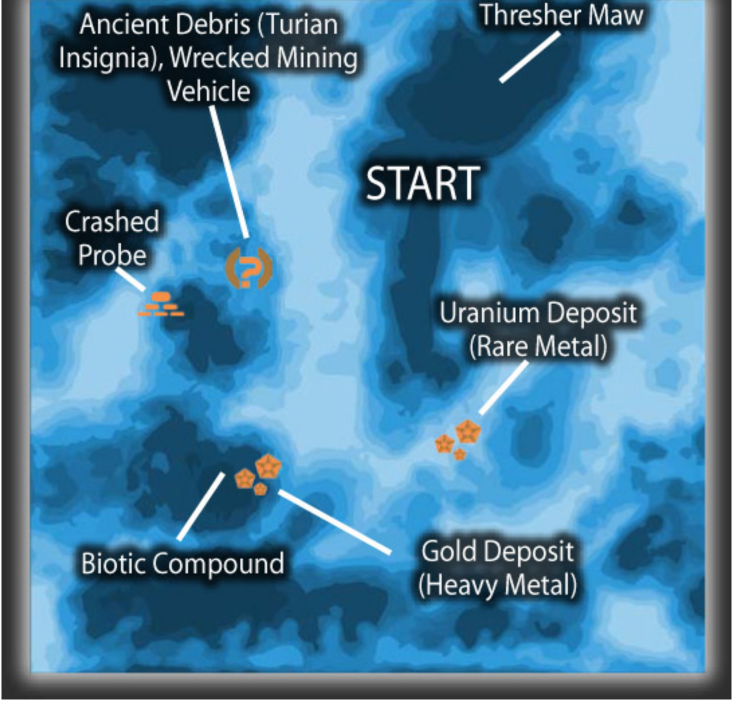
Level 1 Heat Hazard

Inert Planets

- Maidla
- Veyaria

Hawking Eta Cluster

Century System


Ancient Debris (Turian Insignia), Wrecked Mining Vehicle
Thresher Maw
START
Crashed Probe
Uranium Deposit (Rare Metal)
Biotic Compound
Gold Deposit (Heavy Metal)

Presrop

- **Landable** : Yes
- **Surveyable** : No
- **Collectibles** : Rare element; heavy metal; turian insignia
- **Assignment** : UNC: Major Kyle

Metallic Asteroid [Hidden]

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Heavy metal
- **Assignment** : None

Canctra

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Light metal
- **Assignment** : None

Tharopto

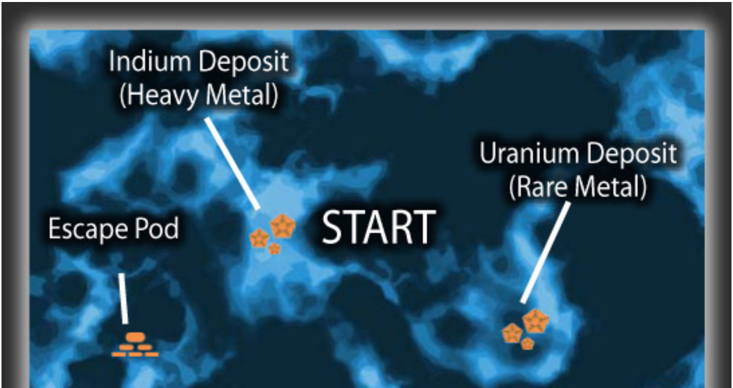
- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : League of One medallion
- **Assignment** : None

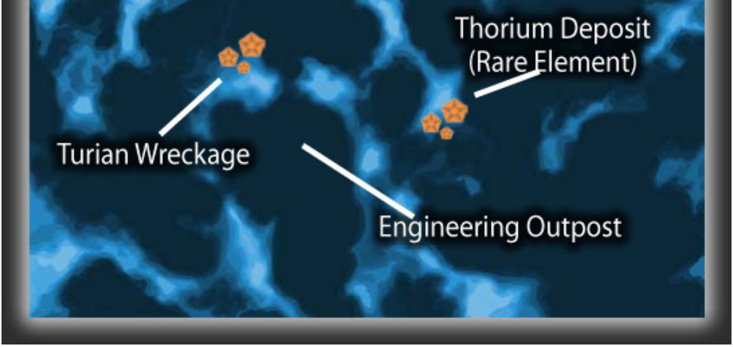
Inert Planets

- Klendagon
- Tamahera

Horse Head Nebula

Fortuna System


Indium Deposit
(Heavy Metal)
Uranium Deposit
(Rare Metal)
Escape Pod
START


Thorium Deposit
(Rare Element)
Turian Wreckage
Engineering Outpost

Amaranthine

Maganlis

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Turian insignia
- **Assignment** : None

Therumlon

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Rare element
- **Assignment** : None

Amaranthine

- **Landable:** Yes
- **Surveyable** : No
- **Collectibles** : Heavy metal; rare earth x2; turian insignia
- **Assignment** : UNC: Hostile Takeover

Inert Planets

- Wentania

Pax System

Noveria

Note

Noveria is a major plot world. Please see Walkthrough portion of this guide for details.

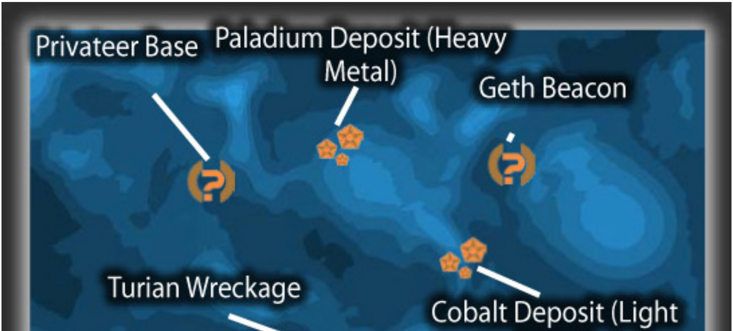
Veles

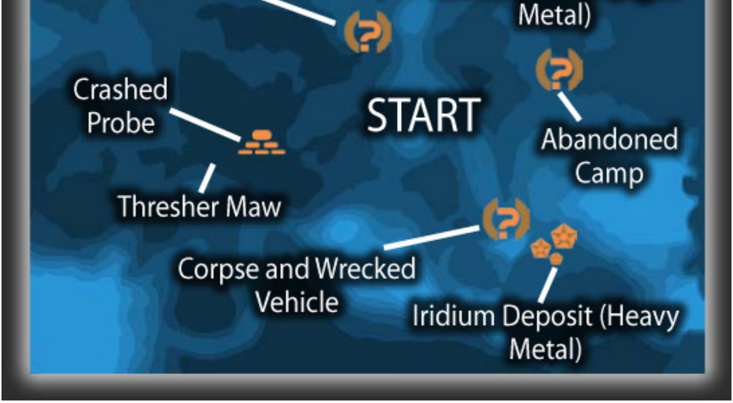
- **Landable:** No
- **Surveyable** : Yes
- **Collectibles** : Asari writings
- **Assignment** : None

Inert Planets

- Morana
- Svarog

Strenuus System


Privateer Base
Paladium Deposit (Heavy Metal)
Geth Beacon
Turian Wreckage
Cobalt Deposit (Light


Metal)
Crashed Probe
START
Abandoned Camp
Thresher Maw
Corpse and Wrecked Vehicle
Iridium Deposit (Heavy Metal)

Xavin

Yunthorl

- **Landable:** No
- **Surveyable** : Yes
- **Collectibles** : League of One medallion
- **Assignment** : None

Antitarra

- **Landable:** No
- **Surveyable** : Yes
- **Collectibles** : Gas deposit
- **Assignment** : None

MSV* Majesty *[Hidden]

Landable : No

- **Surveyable** : Yes
- **Collectibles** : None
- **Assignment** : Orbital scan gives UNC: Privateers

Xawin

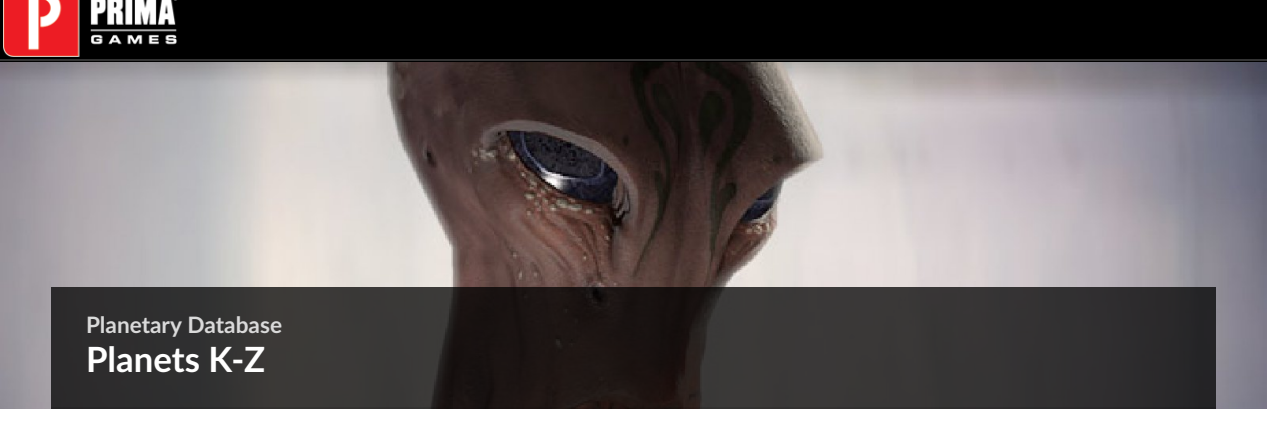
- **Landable:** Yes
- **Surveyable** : No
- **Collectibles** : Heavy metal x2; light metal; turian insignia
- **Assignment** : UNC: Privateers

Warning:

Level 1 Cold Hazard

Inert Planets

- Thesalgon
- Trelyn



Kepler Verge

Herschel System

Note

The Herschel System unlocks when you receive the Garrus: Find Dr. Saleon assignment.

MSV Fedele [Hidden]

- **Landable** : Yes
- **Surveyable** : No
- **Collectibles** : None
- **Assignment** : Garrus: Find Dr. Saleon

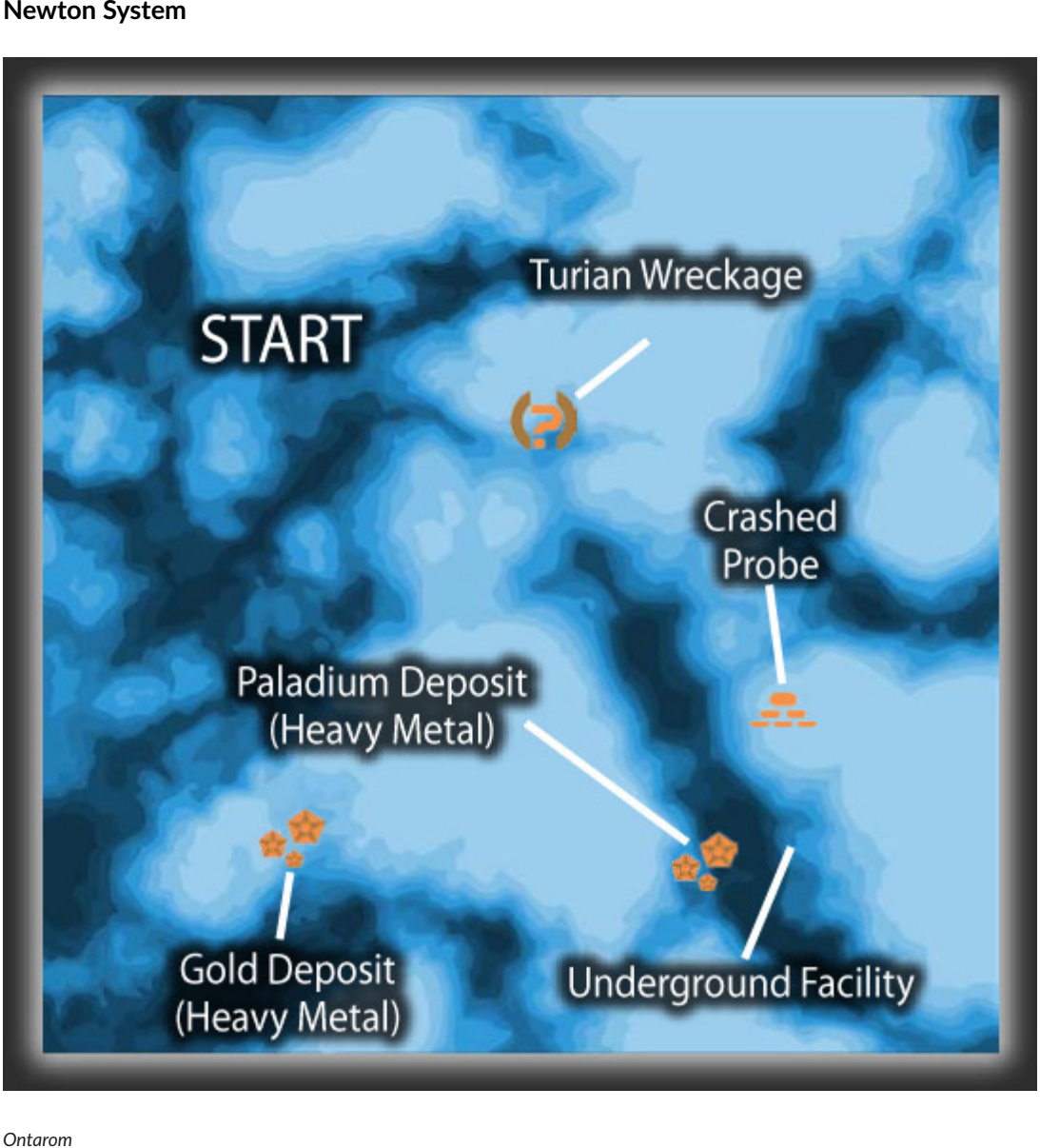
Rocky Asteroid [Hidden]

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Heavy metal
- **Assignment** : None

Inert Planets

- Clobaka
- Clugon
- Matol
- Tungel

Newton System


START
Turian Wreckage
Crashed Probe
Paladium Deposit (Heavy Metal)
Gold Deposit (Heavy Metal)
Underground Facility

Ontarom

Ontarom

- **Landable** : Yes
- **Surveyable** : No
- **Collectibles** : Heavy metal x2; turian insignia
- **Assignment** : UNC: Dead Scientist

Klencory

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Asari writings
- **Assignment** : None

Juncro

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Gas deposit
- **Assignment** : None

Inert Planets

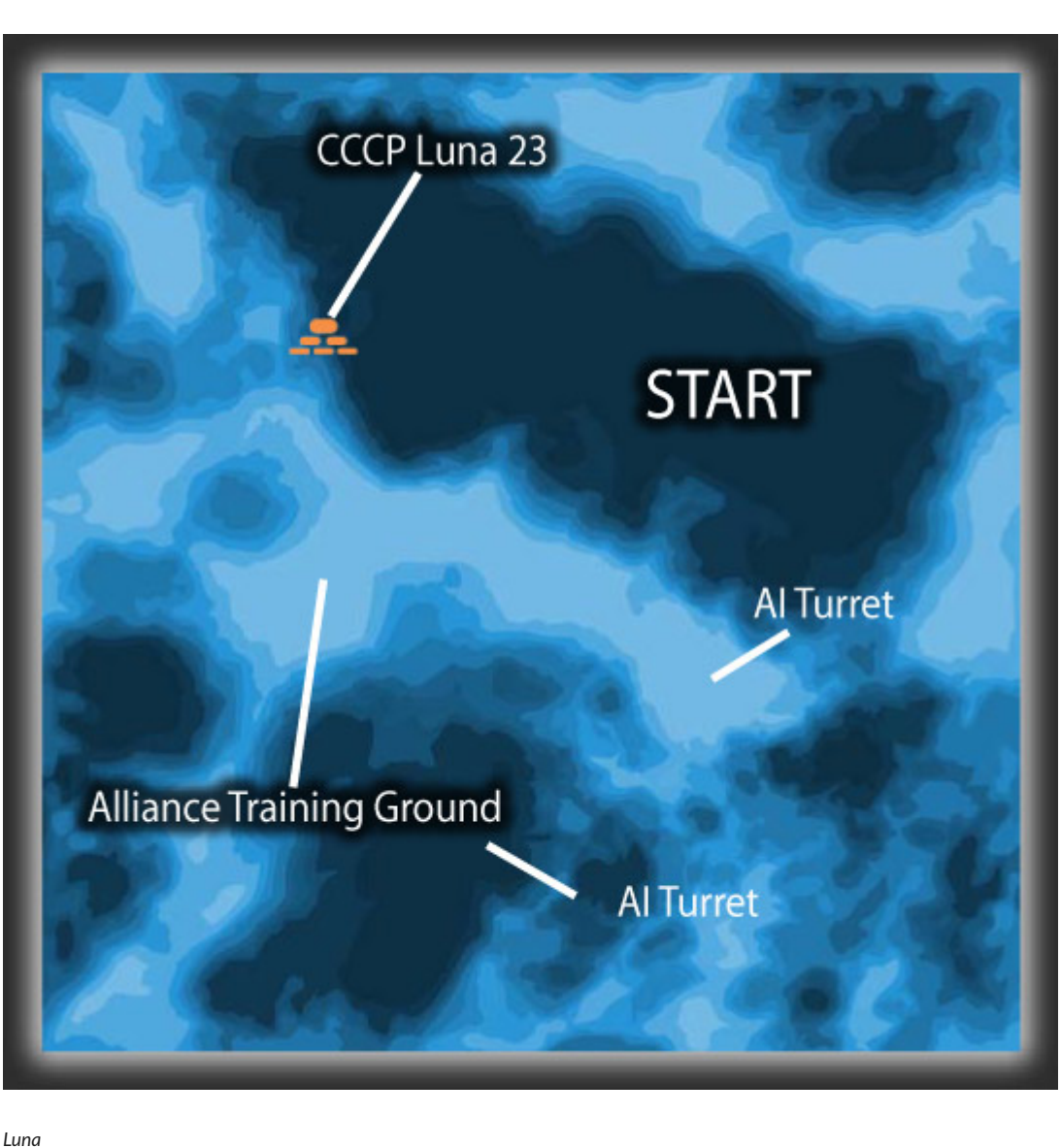
- Sesmose

Local Cluster

Note

The Local cluster unlocks when Shephard reaches level 20.

Sol System


CCCP Luna 23
START
AI Turret
Alliance Training Ground
AI Turret

Luna

Luna

- **Landable** : Yes
- **Surveyable** : No
- **Collectibles** : None
- **Assignment** : UNC: Rogue VI

Inert Planets

- Earth
- Jupiter
- Mars
- Mercury
- Neptune
- Pluto
- Saturn
- Uranus
- Venus

Maroon Sea Cluster

Note

The Maroon Sea cluster unlocks after you complete your primary mission objective on Feros.

Caspian System

MSV Cornucopia [Hidden]

- **Landable** : Yes
- **Surveyable** : No
- **Collectibles** : None
- **Assignment** : UNC: Derelict Freighter

Clotanca

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Heavy metal
- **Assignment** : None

Farnuri

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Heavy metal
- **Assignment** : None

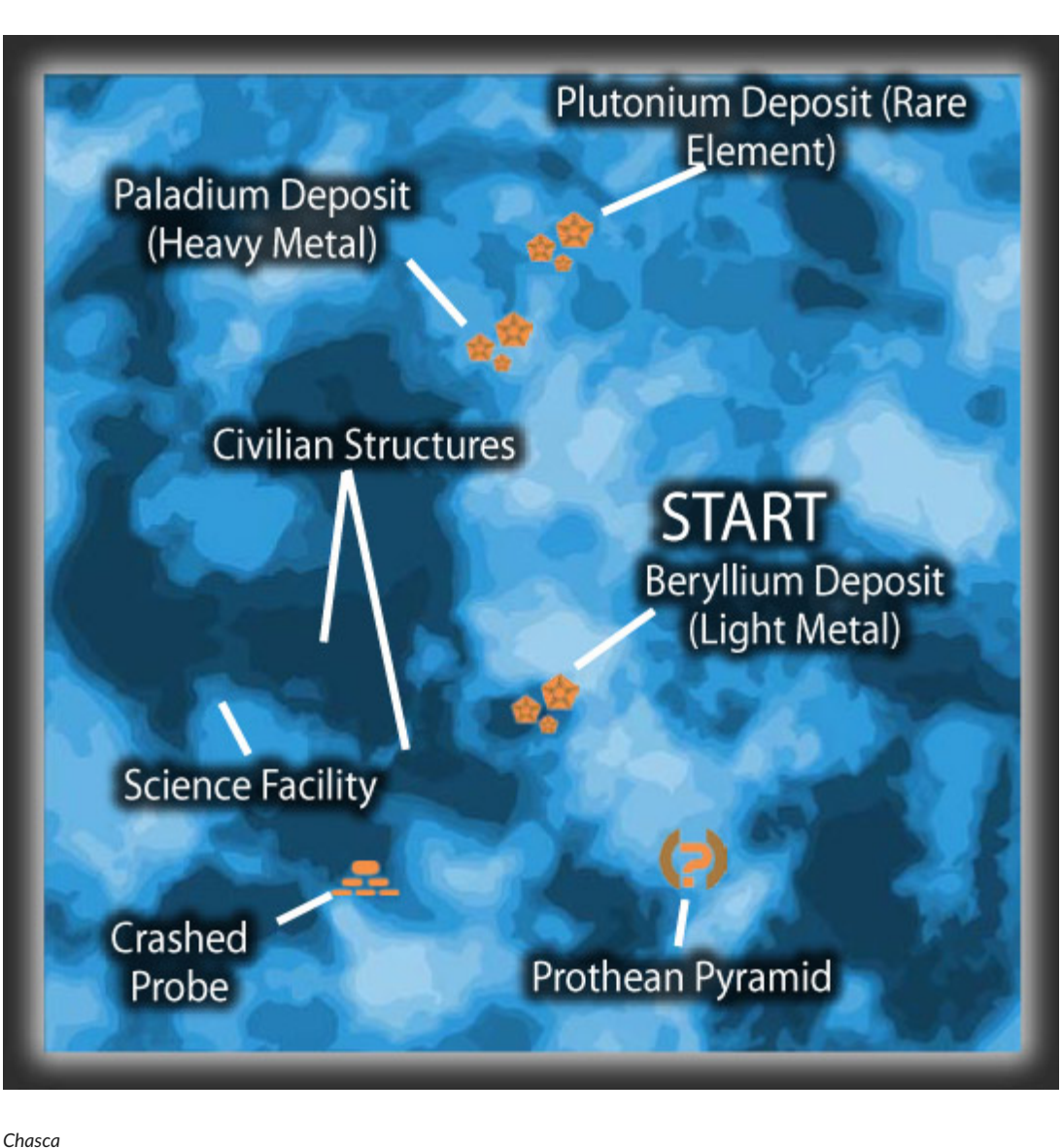
Antida

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Turian insignia
- **Assignment** : None

Inert Planets

- Almacrux

Matano System


Plutonium Deposit (Rare Element)
Paladium Deposit (Heavy Metal)
Civilian Structures
START
Beryllium Deposit (Light Metal)
Science Facility
Crashed Probe
Prothean Pyramid

Chasca

Chasca

- **Landable** : Yes
- **Surveyable** : No
- **Collectibles** : Rare element; heavy metal; light metal; Prothean data disc
- **Assignment** : UNC: Colony of the Dead

Metallic Asteroid [Hidden]

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Heavy Metal
- **Assignment** : None

Rocky Asteroid [Hidden]

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Prothean data disc
- **Assignment** : None

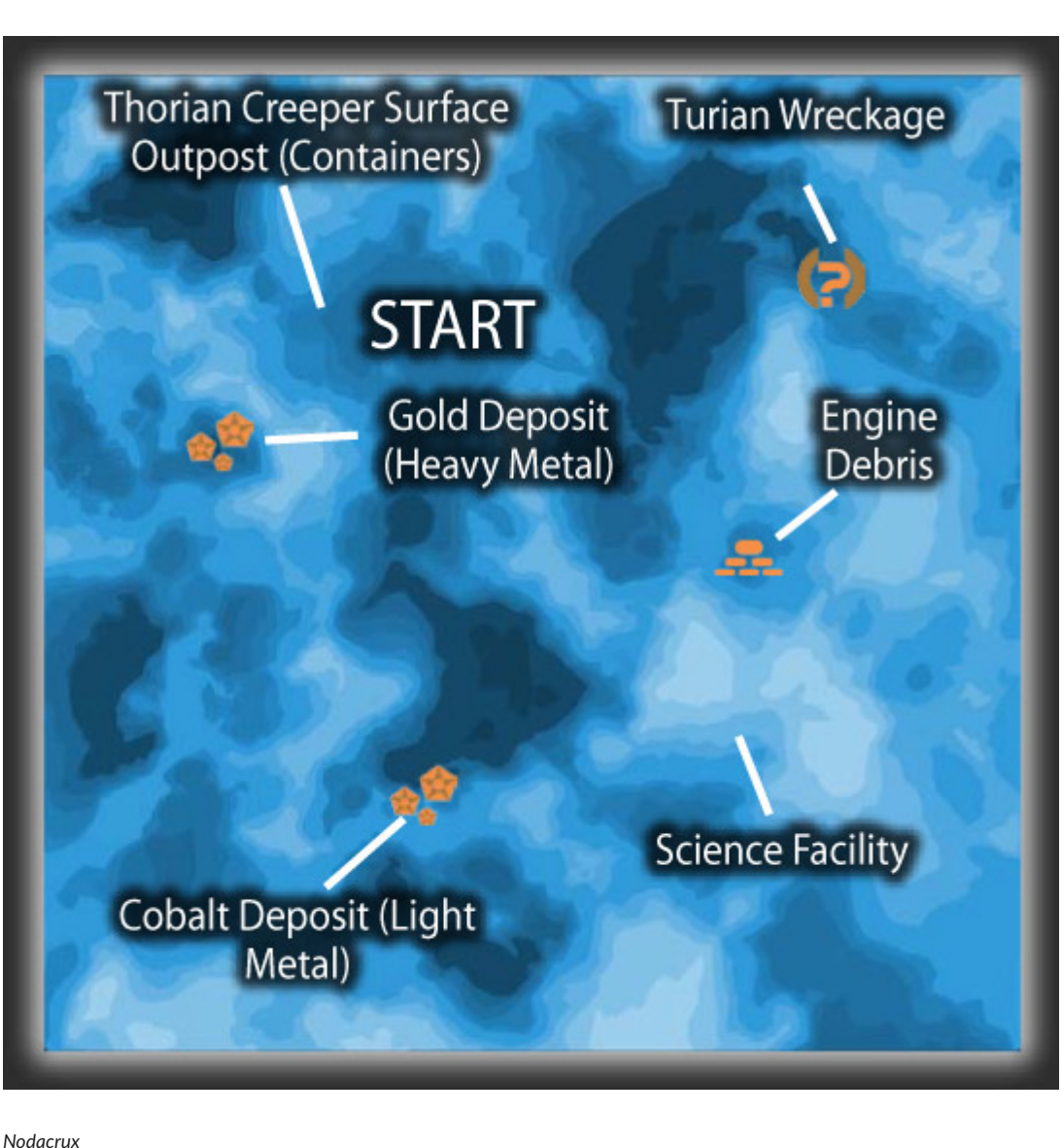
Supay

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Light metal
- **Assignment** : None

Inert Planets

- Apo
- Illapa
- Inti

Vostok System


Thorian Creeper Surface Outpost (Containers)
Turian Wreckage
START
Gold Deposit (Heavy Metal)
Engine Debris
Science Facility
Cobalt Deposit (Light Metal)

Nodacrux

Nodacrux

- **Landable** : Yes
- **Surveyable** : No
- **Collectibles** : Heavy Metal; light metal; turian insignia
- **Assignment** : UNC: ExoGeni Facility

Metallic Asteroid [Hidden]

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Heavy Metal
- **Assignment** : None

Pataiton

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Asari writings
- **Assignment** : None

Inert Planets

- Alko
- Clomarthu

Pangaea Expanse

Note

The Pangaea Expanse cluster unlocks after you complete your primary mission objectives on Therum, Noveria, Feros, and Virmire.

Refuge System

Ilos

Note

Ilos is a major plot world. Please see the "Walkthrough" portion of thid guide for details.

Inert Planets

- Agetoton
- Zafe

Sentry Omega Cluster

Hoc System

Virmire

Note

The Sentry omega cluster unlocks after you complete your primary mission objectives on any two of the following planets: Therum, Noveria, and Feros.

Inert Planets

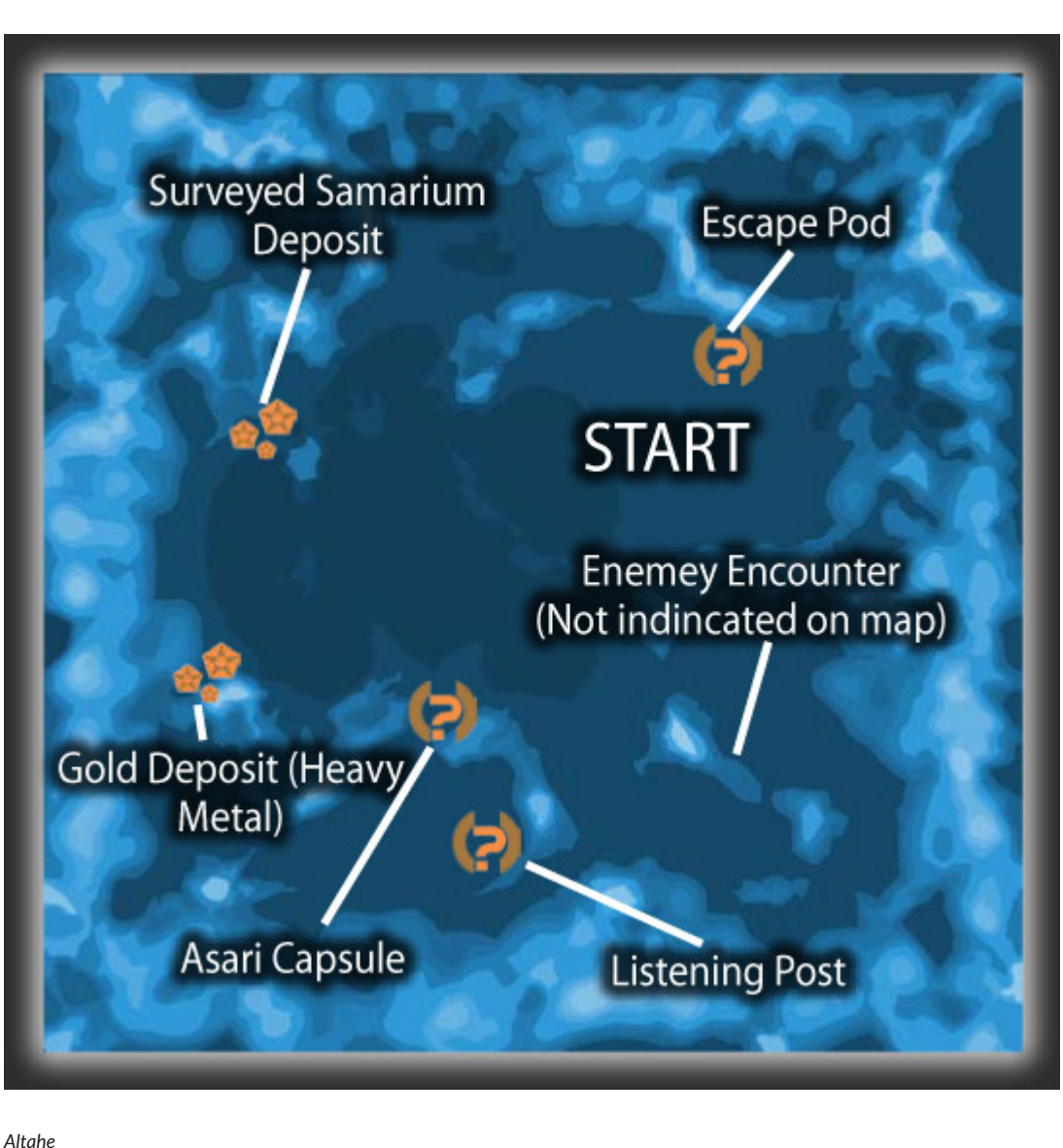
- Cloroplon
- Jarfor
- Nemata
- Prescyla

Styx Theta Cluster

Note

The Styx Theta cluster unlocks after you complte your primary mission objectives on Noveria.

Acheron System


Surveyed Samarium Deposit
Escape Pod
START
Enemey Encounter (Not indincated on map)
Gold Deposit (Heavy Metal)
Asari Capsule
Listening Post

Altahe

Altahe

- **Landable** : Yes
- **Surveyable** : No
- **Collectibles** : Heavy Metal; rare earth; asari writings
- **Assignment** : UNC: Listening Post Theta

Carbonaceous Asteroid [Hidden]

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Turian insignia
- **Assignment** : None

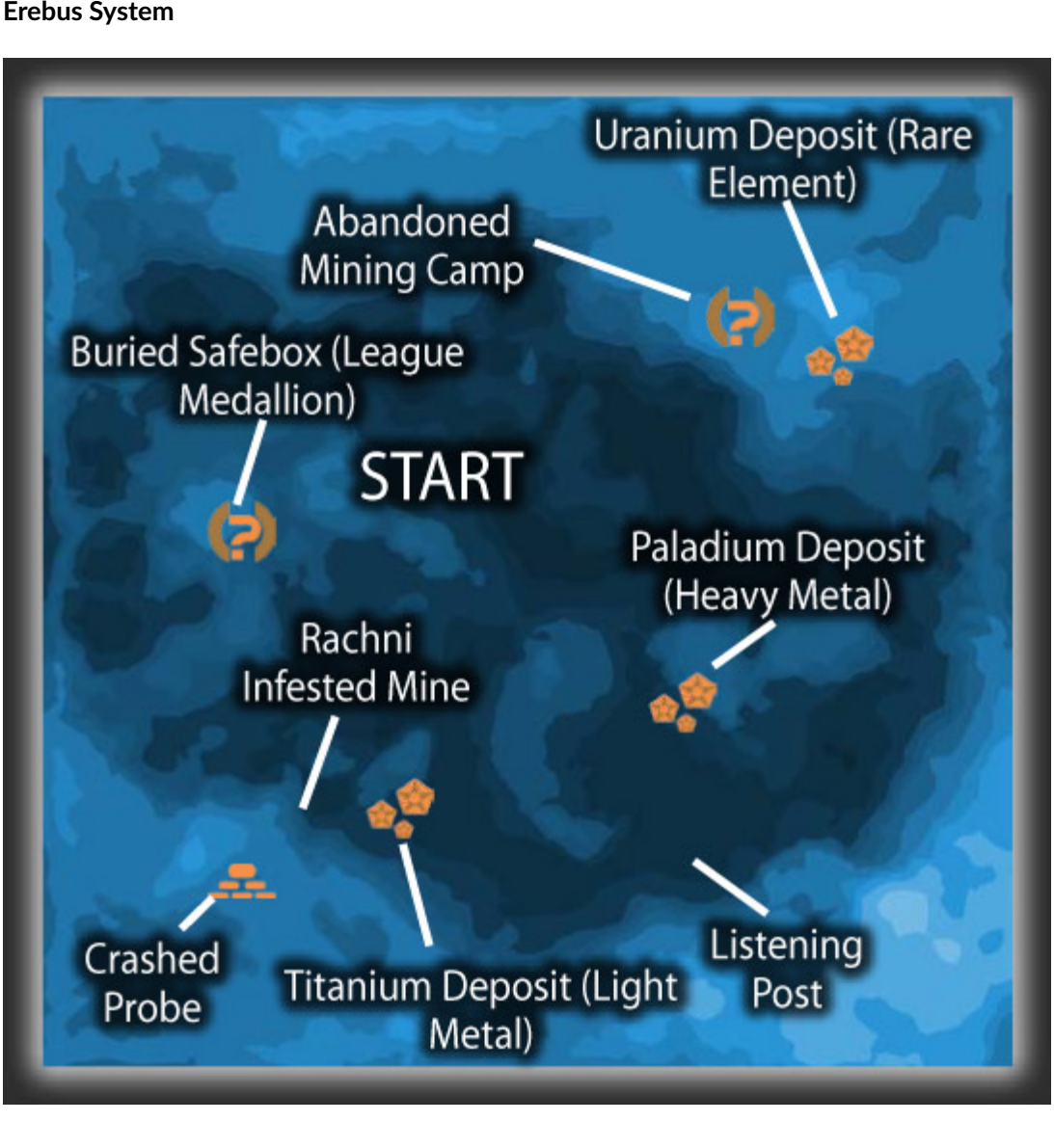
Grosalgen

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Light metal
- **Assignment** : None

Inert Planets

- Farthorl
- Imaneya

Erebus System


Uranium Deposit (Rare Element)
Abandoned Mining Camp
Buried Safebox (League Medallion)
START
Paladium Deposit (Heavy Metal)
Rachni Infested Mine
Crashed Probe
Titanium Deposit (Light Metal)
Listening Post

Nepmos

Nepmos

- **Landable** : Yes
- **Surveyable** : No
- **Collectibles** : Light metal; heavy metal; rare earth; League of One medallion
- **Assignment** : UNC: Listening Post Alpha

Quaji

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Heavy Metal
- **Assignment** : None

Wermani

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Prothean data disc
- **Assignment** : None

Inert Planets

- Chofen

Serpent Nebula

Widow System

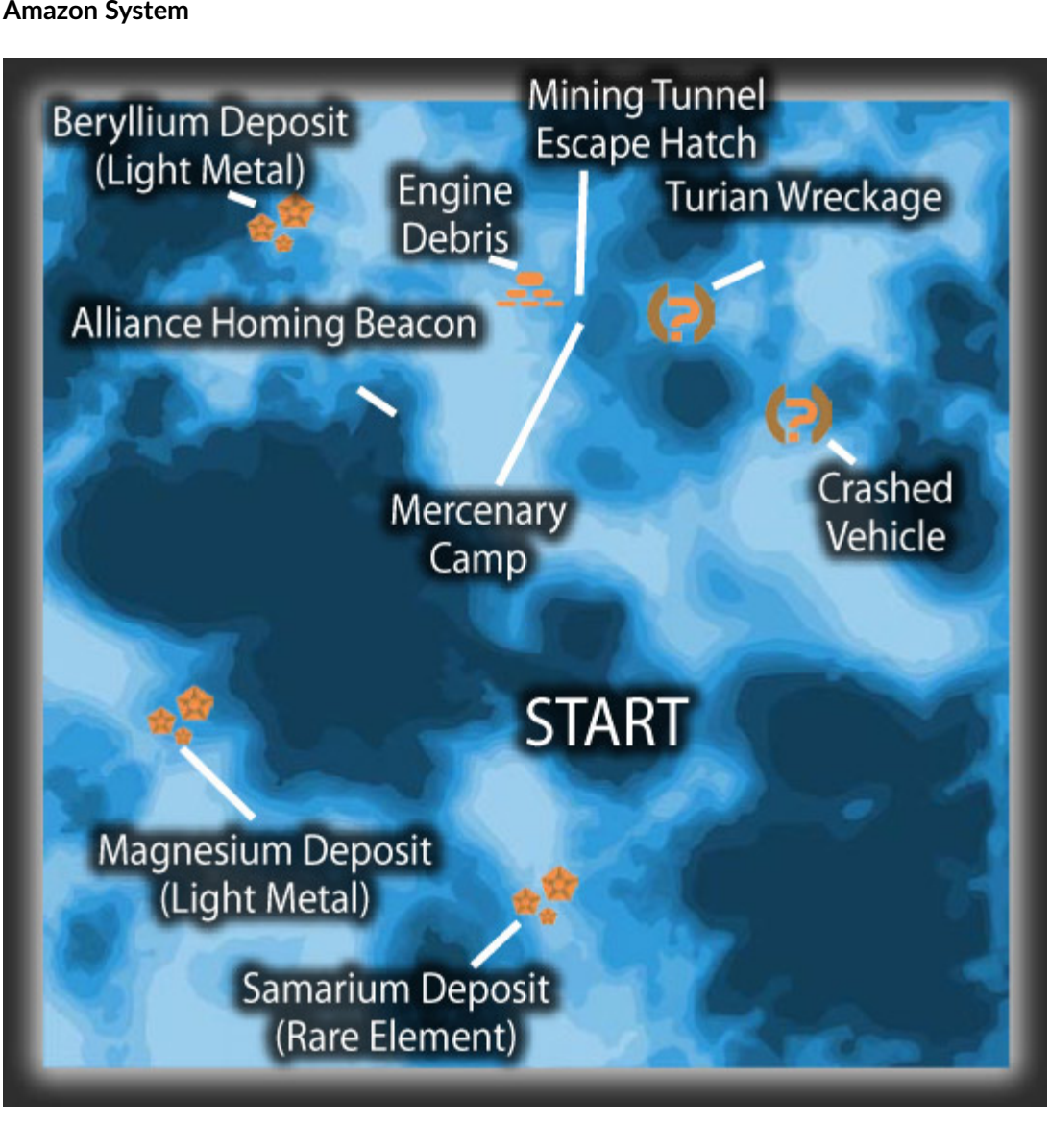
Citadel

Note

The Citadel is a majo plot world. Please see the "Walkthrough" portion of this guide for details.

Voyager Cluster

Amazon System


Beryllium Deposit (Light Metal)
Mining Tunnel Escape Hatch
Engine Debris
Turian Wreckage
Alliance Homing Beacon
Mercenary Camp
Crashed Vehicle
START
Magnesium Deposit (Light Metal)
Samarium Deposit (Rare Element)

Agebinium

Agebinium

- **Landable** : Yes
- **Surveyable** : No
- **Collectibles** : Rare element; light metal x2; turian insignia
- **Assignment** : UNC: Espionage Probe

Sonedma

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Rare element
- **Assignment** : None

Sybin

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Turian insignia
- **Assignment** : None

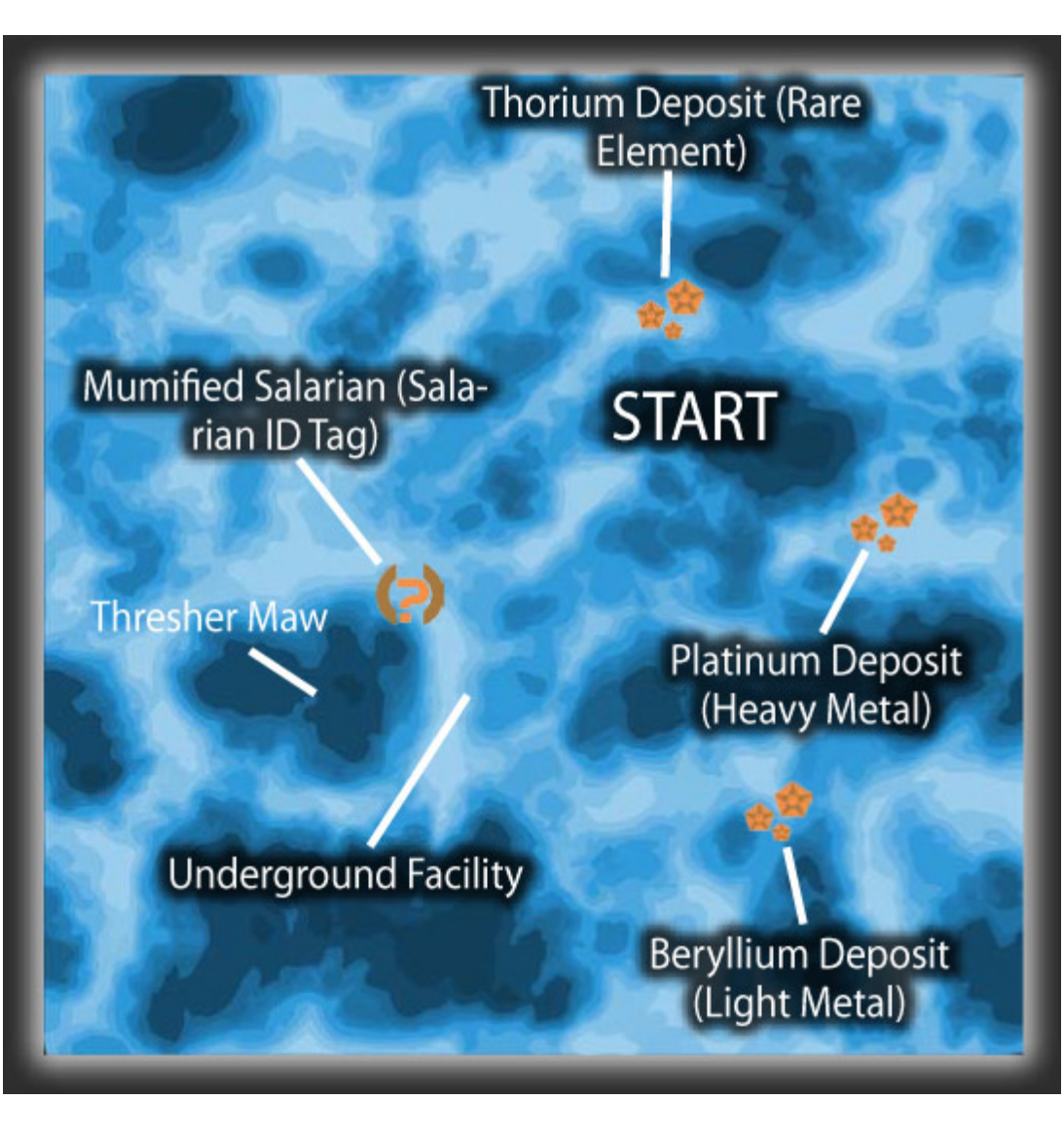
Tremar

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Gas deposit
- **Assignment** : None

Inert Planets

- Derneuca

Columbia System


Thorium Deposit (Rare Element)
Mumified Salarian (Salarian ID Tag)
START
Thresher Maw
Platinum Deposit (Heavy Metal)
Underground Facility
Beryllium Deposit (Light Metal)

Nepheron

Note

The Columbia System unloks after you conclude the UNC: Cerberus assignment on planet Binthu, located within the Voyager cluster's Yangtze System.

Nepheron

- **Landable** : Yes
- **Surveyable** : No
- **Collectibles** : Rare element; heavy metal; light metal; salarian ID tag
- **Assignment** : UNC: Hades' Dogs

Ontaheter

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Rare element
- **Assignment** : None

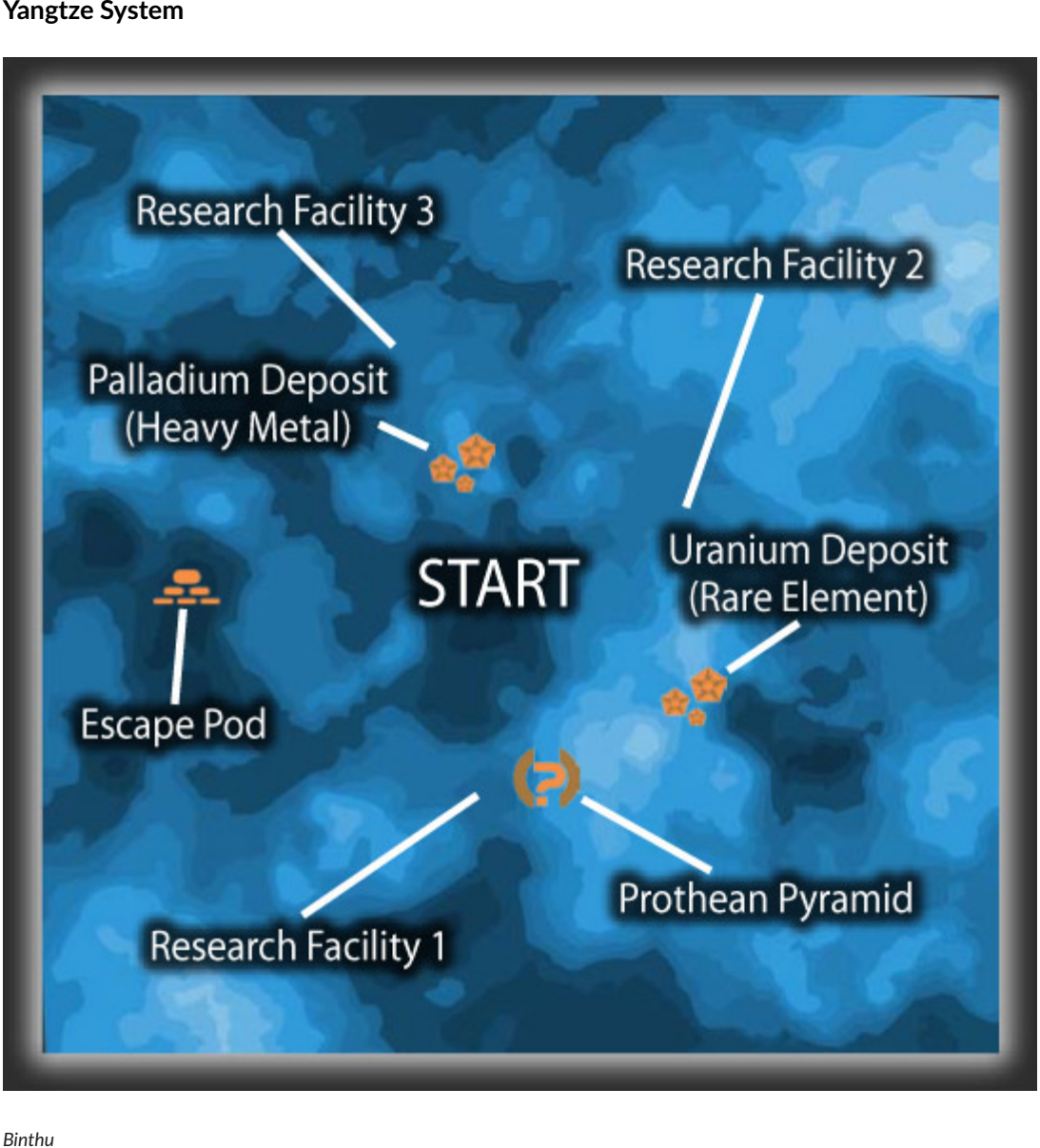
Gromar

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : League of One medallion
- **Assignment** : None

Inert Planets

- Clojiia

Yangtze System


Research Facility 3
Research Facility 2
Palladium Deposit (Heavy Metal)
START
Uranium Deposit (Rare Element)
Escape Pod
Prothean Pyramid
Research Facility 1

Binthu

Note

The Yangtze System unlocks after a galaxy map transmission from Admiral Kahoku after leaving the Citadel after the UNC: Missing Marines assignement on planet Edolus, located within the Artemis Tau Cluster's Sparta System.

Binthu

- **Landable** : Yes
- **Surveyable** : No
- **Collectibles** : Heavy Metal; rare earth; Prothean data disc
- **Assignment** : UNC: Cerberus

Dregir

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Light metal
- **Assignment** : None

Alrumter

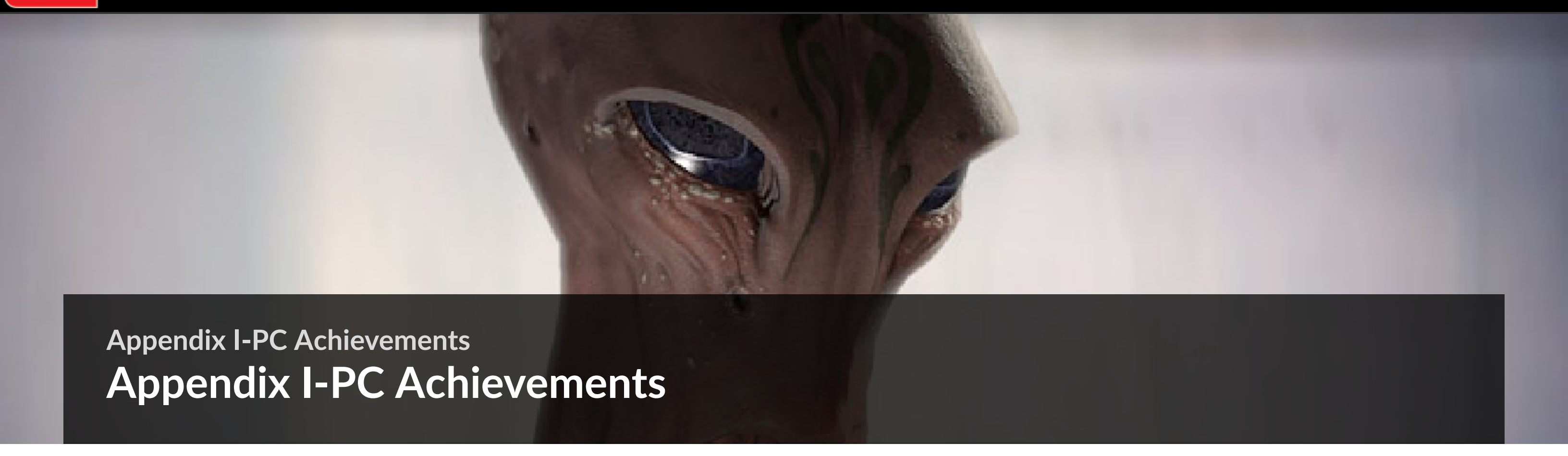
- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Prothean data disc
- **Assignment** : None

Patajiri

- **Landable** : No
- **Surveyable** : Yes
- **Collectibles** : Rare element
- **Assignment** : None

Inert Planets

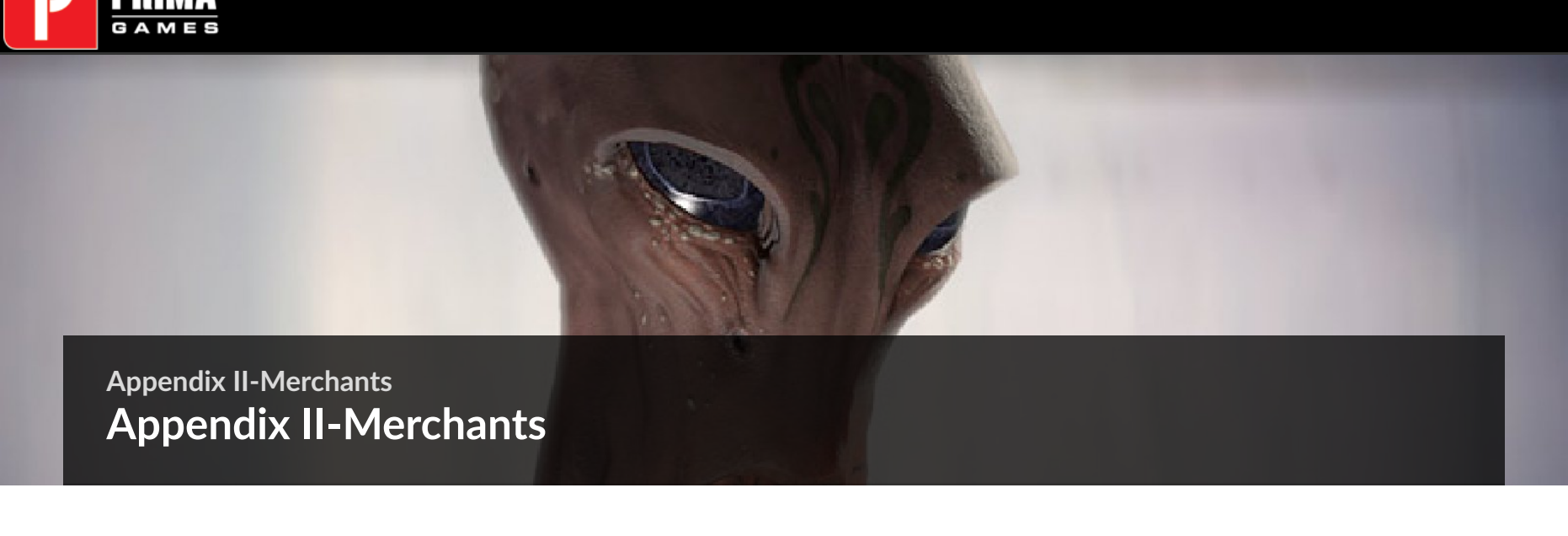
- Renshato



Appendix I-PC Achievements

If you're looking for PC Achievements, look no further. Here's the entire list of release-date achievements.

Achievement Name	Earned By	Reward	Tips
Medal of Honor	Finishing the game	Unlocks Hardcore & Unlocks Levels 51–60	The guidance offered in the walkthrough chapters is enough to help you earn this sequential group of career based achievements.
Medal of Heroism	Finishing Feros	—	
Distinguished Service Medal	Finish Eden Prime	—	
Council Legion of Merit	Finish Virmire	—	
Honorarium of Corporate Service	Finish Noveria	—	
Long Service Medal	Finish 2 Playthroughs	+5% Weapon Damage Bonus	
Distinguished Combat Medal	Finish Hardcore Career	Unlocks Insanity and Gamer Picture	
Medal of Valor	Finish Insanity Career	Unlocks Gamer Picture	
Pistol Expert	150 Pistol Kills	Status Talent: +25% Marksman ability duration	Talent and ability achievements are earned by using Shepard's "class" or military specialization-specific talents the predetermined amount of times. All of these should be able to be unlocked by the time you finish three thorough playthroughs using a Soldier, Adept, and Engineer.
Shotgun Expert	150 Shotgun Kills	Unlocks Shotgun Talent for all classes	
Assault Rifle Expert	150 Assault Rifle Kills	Unlocks Assault Rifle Talent for all classes	
Sniper Rifle Expert	150 Sniper Rifle Kills	Unlocks Sniper Rifle Talent for all classes	
Lift Mastery	Use Lift 75 times	Unlocks Lift Talent for all classes	
Throw Mastery	Use Throw 75 times	Unlocks Throw Talent for all classes	
Warp Mastery	Use Warp 75 times	Unlocks Warp Talent for all classes	
Singularity Mastery	Use Singularity 75 times	Unlocks Singularity Talent for all classes	
Barrier Mastery	Use Barrier 75 times	Unlocks Barrier Talent for all classes	
Stasis Mastery	Use Stasis 75 times	Unlocks Stasis Talent for all classes	
Damping Specialist	Use Damping Field 75 times	Unlocks Damping Field Talent for all classes	
AI Hacking Specialist	Hack 75 synthetic enemies	Unlocks Hacking Talent for all classes	
Overload Specialist	Use Shield Overload 75 times	Unlocks Electronics Talent for all classes	
Sabotage Specialist	Use Sabotage 75 times	Unlocks Decryption Talent for all classes	
First Aid Specialist	Use First Aid 150 times	Unlocks First Aid Talent for all classes	
Neural Shock Specialist	Use Neural Shock 75 times	Unlocks Medicine Talent for all classes	
Scholar	Find all primary Alien: Council Races, Extinct Races, and Non-Council Races codex entries	N/A	Codex locations are identified throughout the walkthrough chapters.
Completionist	Complete majority of all quests	Status Talent: +5% XP Bonus	Enthusiastic completionists will easily earn this rewarding achievement by getting the most out of each career.
Tactician	Career Shield Damage > Health Damage	+10% Shield Bonus	Cautious combatants who use cover can come away clean with this sweet shield bonus.
Medal of Exploration	Land on an Uncharted planet.	_	This achievement happens almost automatically in the pursuit of any of the collectable-oriented sidequests.
Rich	Earned 1,000,000 Credits	Unlock Spectre Gear at C-Sec and Normandy stores	Items collected later in the game (such as level X gear) are sold for much higher prices in stores than the gear you get earlier in the game. Sell everything you can get your hands on to help earn enough credits to access Spectre gear.
Dog of War	150 Organic Kills	+10% Health Boost	A long arduous career almost guarantees earning both of these rewards.
Geth Hunter	250 Synthetic Kills	+10% Shield Boost	
Soldier Ally	Complete majority of game with Ashley	+10% Damage Protection	This group of squad-based achievements can only be earned over the course of multiple careers with Shepards of different classes. At the beginning of each subsequent career, resolve to use two new squad mates for the entire time. Just ensure that their skills compliment those of your new Shepard character.
Sentinel Ally	Complete majority of game with Kaidan	+10% cooldown bonus on lift and throw	
Krogan Ally	Complete majority of game with Wrex	+10% health regen per minute	
Quarian Ally	Complete majority of game with Tali	+10% cooldown bonus on sabotage and AI Hacking	
Turian Ally	Complete majority of game with Garrus	+10% cooldown bonus on Damping and Overload.	
Asari Ally	Complete majority of game with Liara	+10% cooldown bonus on stasis and barrier	
Power Gamer	Get to level 50	+10% XP Bonus	Complete all optional sidequests and fully explore every UNC planet to reach this difficult goal.
Extreme Power Gamer	Get to level 60	+5% XP Bonus	Level 60 is only available after the game is completed on any difficulty and attainable by a character who has already leveled up high enough during a previous career. The point spread at these higher levels is fairly wide, so it's still a challenge to reach the upper limits of the experience spectrum during a character's second career.
Renegade	75% of total Renegade points earned	N/A	Only attainable during a career in which the character is focused on playing a Renegade; neutral morality can't fulfill the conditions for this achievement.
Paragon	75% of total Paragon points earned	N/A	As above, this reward is earned only by playing a character solely focused on following strict Paragon morality throughout an entire career.
Paramour	Finish a single romance plot	—	Following any romance sidequest to its natural conclusion is only one part of this entertaining reward: You'll have to figure out the other part on your own.
Spectre Inductee	Become a Spectre	—	This achievement is automatically rewarded during the course of the story.
Search and Rescue	Rescue Liara on Therum	—	This Achievement is automatically gained as you progress through the story.
Charismatic	Save Wrex on Virmire or convince Saren to commit suicide	—	Your Charm or Intimidate talents need to be fairly high to achieve this multifaceted reward. If you get it, you get not only gamerpoints but also the immense satisfaction of seeing the drama unfold during those amazing story elements. While it's entirely possible to achieve during a first playthrough, some players may find that the opportunities to complete the conditions only occur on a second playthrough with the same character, as their persuasion skills may not have been high enough the first time around.



Appendix II-Merchants

Appendix II-Merchants

This appendix is meant to be a visual reference for where and when you can get Static Inventory items and upgrades from the various merchants and manufacturers.

Note that each merchant also has a large inventory of randomly generated items that for obvious reasons we cannot cover here.

Unlock conditions for merchandise are generally two types. Some are event-specific, as is the case when Shepard becomes a Spectre and new gear becomes available.

The majority of remaining unlock conditions are level-specific and become available as the squad gains experience throughout their careers.

Wards: Medical Center

Operator : Dr. Michel

Location : Citadel Wards: Medical Center

Upgrades Offered

Upgrade Icon	Upgrade Type	Sophistication Level	Unlock Condition
	Medi-Gel	V	Medi-Gel Upgrade IV

Note

For all Medi-Gel and Grenade upgrades you must have the previous rank upgrade in order to see and purchase the next upgrade in the sequence.

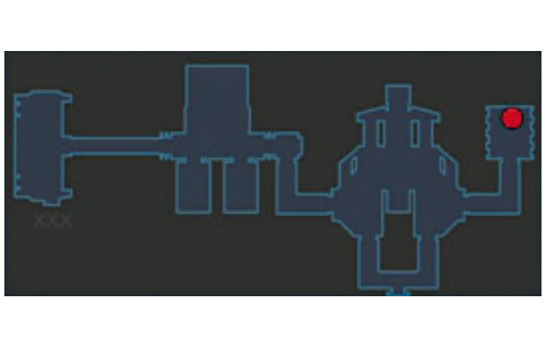
Static Inventory Offered

Name	Type	Sophistication Level	Unlock Condition
First Aid Interface	Mod—Armor	I, II, III	N/A
Medical Interface	Mod—Armor	IV, VI, VII	N/A
Medical Exoskeleton	Mod—Armor	VIII	N/A

Note

By helping Dr. Michel early in your career, you ensure continued access to hard-to-find medical armor mods with high-tech combat health bonuses.

C-Sec



Operator : C-Sec Requisitions Officer

Location : Citadel—C-Sec Academy

Manufacturers Offered

Manufacturer Logo	Manufacturer	Unlock Condition
	Aldrin Labs	Post-Spectre
	Ariake Tech	Level 18
	Kassa Fabrication	Level 36

Upgrades Offered

Upgrade Icon	Upgrade Type	Sophistication Level	Unlock Condition
	Medi-Gel	IV	Post-Spectre and Medi-Gel Upgrade III
	Grenade	I	Post-Spectre
	Grenade	IV	Post-Spectre and Grenade Upgrade III

Static Inventory Offered

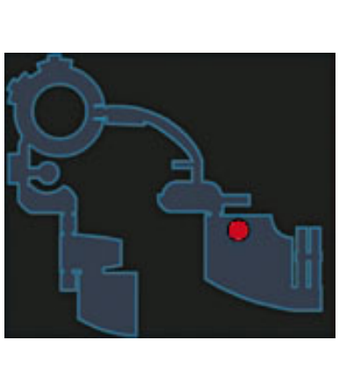
Name	Type	Sophistication Level	Unlock Condition
Onyx	Armor	IV	N/A
Solaris Amp	Bio-Amp	III	N/A
Stinger	Pistol	VI	N/A
Edge	Pistol	III	Post-Spectre
Reaper	Sniper	III	Post-Spectre
Scimitar	Shotgun	III	Post-Spectre
Avenger	Assault	III	Post-Spectre
Guardian	Armor	III	Post-Spectre
Stiletto	Pistol	VI	Level 25
Equalizer	Sniper	VI	Level 25
Tornado	Shotgun	VI	Level 25
Thunder	Assault	VI	Level 25
Scorpion	Armor	VI	Level 25
HMWP	Pistol	VII	Rich Achievement
HMWSR	Sniper	VII	Rich Achievement
HMWSG	Shotgun	VII	Rich Achievement
HMWA	Assault	VII	Rich Achievement
HMWP	Pistol	X	Level 50 and Rich Achievement
HMWSR	Sniper	X	Level 50 and Rich Achievement
HMWSG	Shotgun	X	Level 50 and Rich Achievement
HMWA	Assault	X	Level 50 and Rich Achievement

Note

You're going to need a lot of credits if you're going to afford the best of the best Spectre gear, which can cost anywhere between 150,000 to 1,200,000 credits apiece depending on weapon type and sophistication level.

Charm points can reduce your costs by up to 8 percent.

Lower Markets



Operator : Morlan

Location : Citadel: Lower Markets

Manufacturers Offered

Manufacturer Logo	Manufacturer	Unlock Condition
	Elanus Risk Control	N/A
	Geth Armory	Level 36

Upgrades Offered

Upgrade Icon	Upgrade Type	Sophistication Level	Unlock Condition
	Medi-Gel	I	N/A
	Medi-Gel	II	Medi-Gel Upgrade I
	Grenade	II	Grenade Upgrade I

Static Inventory Offered

Name	Type	Sophistication Level	Unlock Condition
Hammer	Sniper	III	N/A
Warlord	Armor	V	N/A
Thunder	Assault	VI	N/A

Note

Morlan usually carries an excellent but random assortment of hard-to-find alien armors

Upper Markets

Operator : Expat

Location : Citadel: Upper Markets

Manufacturers Offered

Manufacturer Logo	Manufacturer	Unlock Condition
	Elkoss Combine	N/A
	Armax Arsenal	Level 36

Upgrades Offered

Upgrade Icon	Upgrade Type	Sophistication Level	Unlock Condition
	Medi-Gel	II	Medi-Gel Upgrade I
	Grenade	III	Grenade Upgrade II

Static Inventory Offered

Name	Type	Sophistication Level	Unlock Condition
Scimitar	Shotgun	IV	N/A
Assassin	Armor	VI	N/A
Cipher Tool	Omni-tool	V	N/A

Presidium Store

Operator : Delin

Location : Citadel Presidium—Financial District

Manufacturers Offered

Manufacturer Logo	Manufacturer	Unlock Condition
	Devlon Industries	18
	Sirta Foundation	N/A
	Serris Council	Level 36

Upgrades Offered

Upgrade Icon	Upgrade Type	Sophistication Level	Unlock Condition
	Medi-Gel	V	Medi-Gel Upgrade IV
	Grenade	V	Grenade Upgrade IV

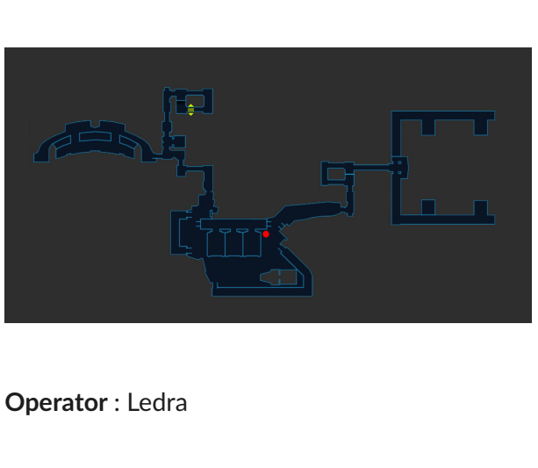
Static Inventory Offered

Name	Type	Sophistication Level	Unlock Condition
Firestorm	Shotgun	VI	N/A
Phoenix	Armor	IV	N/A

Note

Delin, Morlan and Opold have separate store menus for just upgrades or for alien armors; this simply helps you find what you're looking for more easily.

Zhu's Hope



Operator : Ledra

Location : Feros—Zhu's Hope

Manufacturers Offered

Manufacturer Logo	Manufacturer	Unlock Condition
	Haliat Armory	N/A

	Medi-Gel	V	Medi-Gel Upgrade IV

Static Inventory Offered

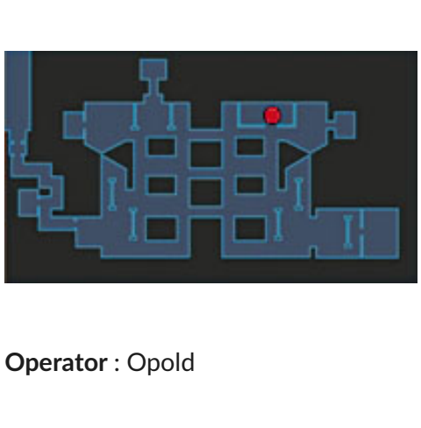
Name	Type	Sophistication Level	Unlock Condition
Tornado	Shotgun	IV	N/A
Stiletto	Pistol	V	N/A
Equalizer	Sniper	VI	N/A

Note

Ledra opens up his shop after you finish the Feros: Geth Attack mission "Stop Geth in Tower"and "Inform Fai Dan" tasks. If you're level 18 or higher, Ledra has the Haliat Armory License available for purchase.

You don't have to complete Feros to buy this license from him; but Ledra must survive the final battle in Zhou's Hope to purchase anything from him at that point.

Port Hanshan



Operator : Opold

Location : Noveria—Port Hanshan

Manufacturers Offered

Manufacturer Logo	Manufacturer	Unlock Condition
	Elkoss Combine	N/A
	Rosenkov Materials	Level 18

Upgrades Offered

Upgrade Icon	Upgrade Type	Sophistication Level	Unlock Condition
	Medi-Gel	III	Medi-Gel Upgrade II
	Grenade	II	Grenade Upgrade I

Static Inventory Offered

Name	Type	Sophistication Level	Unlock Condition
Titan	Armor	IV	N/A
Avenger	Assault	VII	N/A

Rift Station

Operator : Petozi

Location : Noveria—Rift Station

Manufacturers Offered

Manufacturer Logo	Manufacturer	Unlock Condition
	Kassa Fabrication	N/A
	Sirta Foundation	N/A

Upgrades Offered

Upgrade Icon	Upgrade Type	Sophistication Level	Unlock Condition
	Medi-Gel	II	Medi-Gel Upgrade I

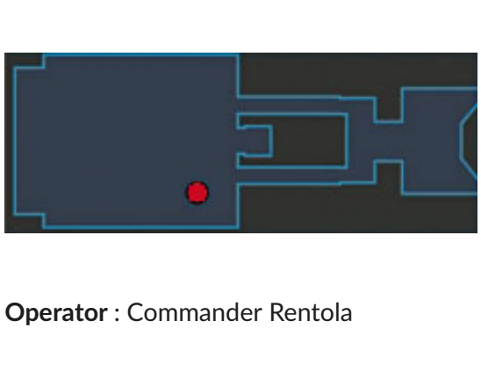
Static Inventory Offered

Name	Type	Sophistication Level	Unlock Condition
Phoenix	Armor	VI	N/A
Unity Amp	Bio-Amp	V	N/A
Chameleon Tool	Omni-tool	IV	N/A

Note

Petozi can only be accessed before the Hot Labs (and Benezia) or before attacking any guards. If you miss the opportunity Petozi either disappears or does not talk to you.

Virmire



Operator : Commander Rentola

Location : Virmire—Salarian Base

Manufacturers Offered

Manufacturer Logo	Manufacturer	Unlock Condition
	Armali Council	18
	Elanus Risk Control	N/A

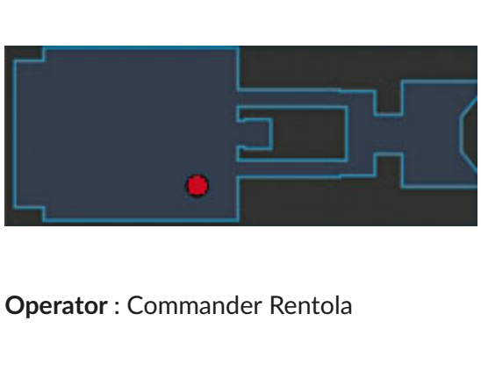
Upgrades Offered

Upgrade Icon	Upgrade Type	Sophistication Level	Unlock Condition
	Medi-Gel	III	Medi-Gel Upgrade II
	Grenade	III	Grenade Upgrade II

Note

Due to scarce resources, Commander Rentola has no high-tier Static Inventory items. His stock consists of only a randomly generated list of goods.

Normandy: Commander Rentola



Operator : Commander Rentola

Location : Normandy: Cargo Bay

Manufacturers Offered

Manufacturer Logo	Manufacturer	Unlock Condition
	Serris Council	36
	Ariake Tech	18
	Sirta Foundation	N/A

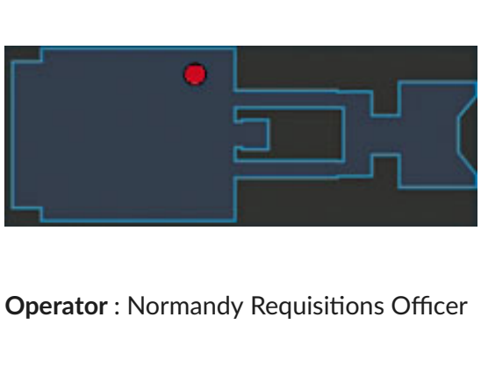
Upgrades Offered

Upgrade Icon	Upgrade Type	Sophistication Level	Unlock Condition
	Medi-Gel	IV	Medi-Gel Upgrade III
	Grenade	IV	Grenade Upgrade III

Note

As on Virmire, Rentola's stock is limited to a random assortment of items. Rentola won't sell you anything unless you saved Captain Kirrahe during the Virmire battle.

Normandy: Requisitions Officer



Operator : Normandy Requisitions Officer

Location : Normandy: Cargo Bay

Manufacturers Offered

Manufacturer Logo	Manufacturer	Unlock Condition
	Hahne-Kedar	N/A
N/A	Any Licenses	Purchase

Upgrades Offered

Upgrade Icon	Upgrade Type	Sophistication Level	Unlock Condition
	Medi-Gel	I	N/A
	Grenade	I	N/A

Static Inventory Offered

Name	Type	Sophistication Level	Unlock Condition
Scorpion	Armor	IV	N/A
Kessler	Pistol	III	N/A
Avenger	Sniper	III	N/A
Storm	Shotgun	III	N/A
Lancer	Assault	III	N/A
HMWP	Pistol	VII	Rich Achievement
HMWSR	Sniper	VII	Rich Achievement
HMWSG	Shotgun	VII	Rich Achievement
HMWA	Assault	VII	Rich Achievement
HMWP	Pistol	X	Level 50 and Rich Achievement
HMWSR	Sniper	X	Level 50 and Rich Achievement
HMWSG	Shotgun	X	Level 50 and Rich Achievement
HMWA	Assault	X	Level 50 and Rich Achievement

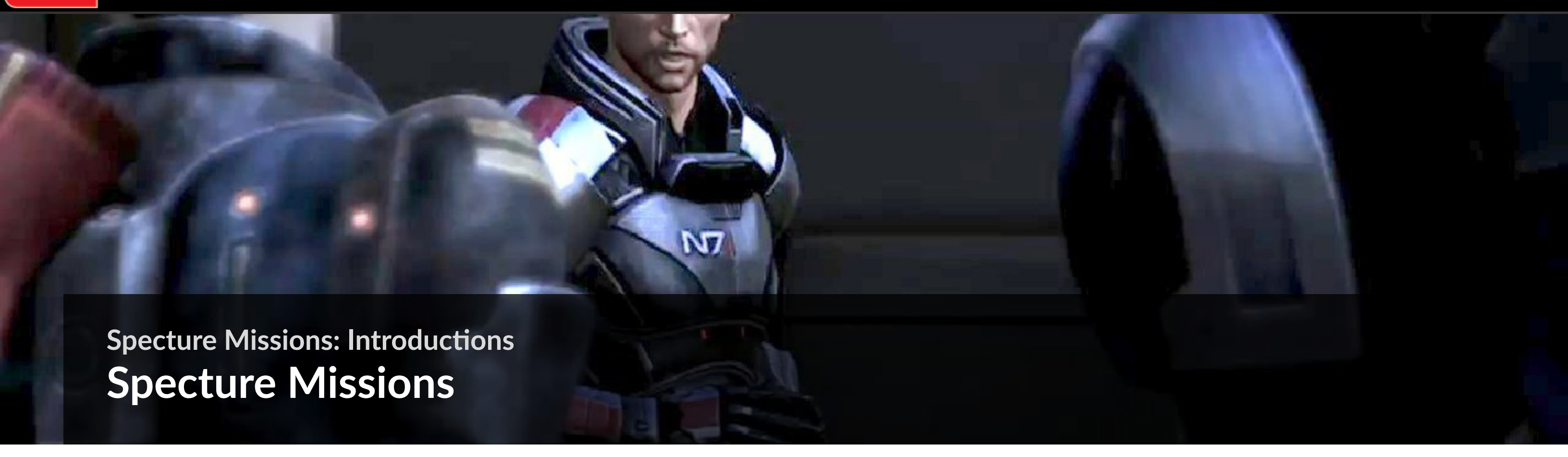
Note

The more manufacture licenses you buy during your career, the wider the variety of goods available in the comfort of your own ship will be, which effectively reduces travel time when you need gear upgrades.

A license only needs to be bought once for each manufacturer and you get permanent access to all their products.

Tip

Purchasing gear from Normandy's Requisitions Officer will save you credits. Also, he usually carries very good items, though not always.



Specture Missions: Introductions

Specture Missions

Commander Shepard's extraordinary adventure spans the farthest reaches of the galaxy, and this section of the guide escorts you step-by-step along the way.

Every spectacular plot twist and potential outcome is covered in these pages, along with vital tips and strategies to ensure that you don't become stuck or lost during this unforgettable journey through the stars.

The goal of this critical-path walkthrough is to help you achieve victory and satisfy all primary mission objectives in the easiest manner possible.

The walkthrough is streamlined to help you quickly find the answers you seek whenever you become stuck or lost.

Optional assignments are heralded as they become available by special boxes at the start of each walkthrough segment.

For in-depth looks at assignments, please refer to the "Spectre Assignments" portion of the guide.

Missions and Assignments

In *Mass Effect* , all major tasks Commander Shepard performs fall into one of two distinct categories: missions and assignments.

MISSIONS are critical tasks Shepard must perform in order to advance the main plot. They are tracked and updated in the Missions portion of Shepard's Journal. This walkthrough focuses on helping you solve all of Shepard's critical-path missions.

ASSIGNMENTS are non-critical side jobs Shepard can opt to undertake when the chance permits. These are tracked and updated in the Assignments portion of Shepard's Journal.

The Spectre Assignments portion of this guide, which follows this critical-path walkthrough, tells you everything you need to know about the many different assignments in *Mass Effect* .

Walkthrough Chapters

This critical-path walkthrough is segmented into a number of chapters, each focusing on a particular region of the galaxy.

Walkthrough chapters begin with comprehensive overviews of the situation at hand, including labeled maps of the areas Shepard must explore to complete primary mission objectives in the region.

Mission objectives are introduced in the overviews as well, and are illustrated by screenshots that run along near the top of the chapters' pages in a "mission taskbar."

Mission Taskbar

As objectives are met in the walkthrough, the running taskbar updates to illustrate your progress through the current walkthrough segment.

Use the taskbar to quickly measure your advancement, keep yourself on course, and determine your next move.

Notes, Tips, and Boxes

To avoid sensory overload, we've implemented a variety of unique boxes that help make vital info stand out from the primary walkthrough path. Here's a quick briefing on the various boxes you'll see.

Note

Notes appear to call out bits of supplemental info. They commonly touch on a variety of topics that are covered in greater detail in other sections of the guide.

Tip

Tips are used to highlight important info such as combat tactics and the locations of valuable item-holding containers.

Caution

Cautions appear whenever Commander Shepard is about to face grave danger. They give advice on how to prepare for and survive the looming threat.

Glossary

Mass Effect is set in a rich universe filled with unusual creatures and alien technology.

Whenever an unfamiliar term is encountered in the walkthrough and not immediately clarified by storyline dialogue, a brief glossary box appears to explain its meaning.

Enemes

Commander Shepard faces a broad range of hostile beings and lethal devices with their own abilities and behaviors.

Every time a new breed of threat is encountered, one of these enemy boxes appears to provide you with valuable intel.

Assignments

Shepard is free to accept a wide variety of optional assignments that fall outside the realm of the primary mission.

Such nonessential tasks are called out by special assignment boxes that appear at the start of each walkthrough segment.

The Spectre Assignments section that follows the walkthrough is devoted to guiding you through such optional jaunts. These boxes in the walkthrough tell you when new assignments have become available.

Achievement

Mass Effect has a host of Achievements for you to unlock. Many are somewhat general, requiring you to use a specific ability a certain number of times, for example.

Others require you to reach specific milestones in the primary campaign. Every time you earn one of the Achievements, a special box appears to let you know how far you've come.

Check the appendix at the back of the guide for a complete list of *Mass Effect* Achievements.

Sidebar

Mass Effect presents you with a universe of possibility.

Each decision carries with it the potential to sway the plot in unique and unexpected ways, and some choices are designed to be quite difficult to make without knowledge of the potential outcomes.

Fear not: whenever you encounter a major junction—a point at which the choices you make will lead you down one of two (or more) distinct branching paths—we cover the most natural or obvious path in the main walkthrough.

We use sidebars like this one to detail what might have been had you chosen to explore a less obvious or more extreme approach.

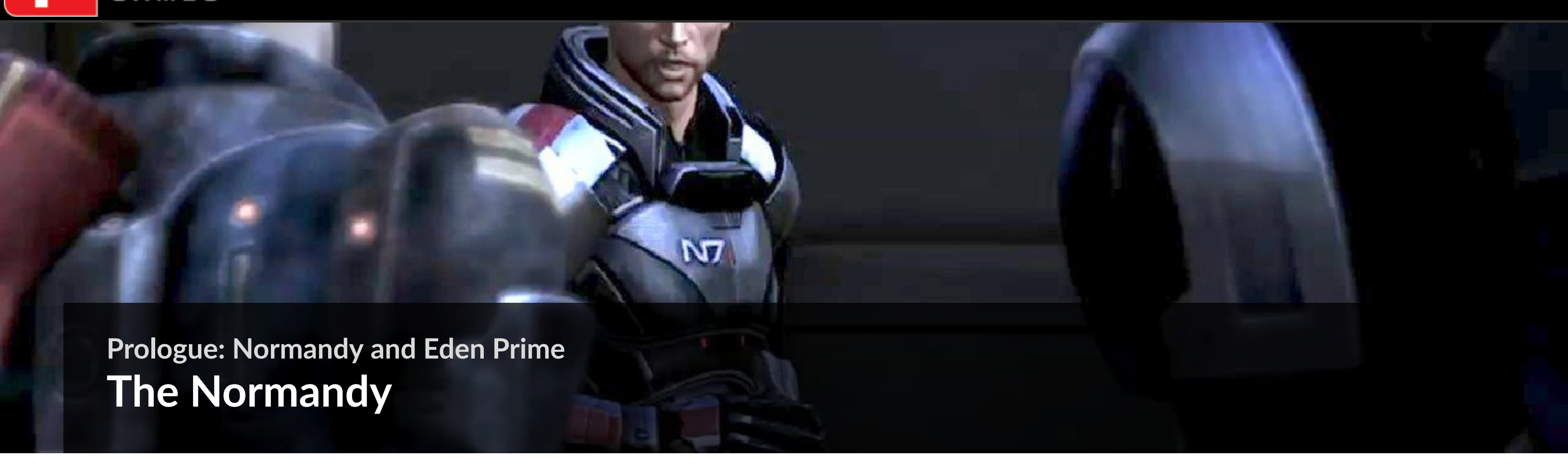
Thus, the walkthrough shows you the results of exploring all avenues of the main adventure, and helps you make your choices with a foreknowledge of every potential outcome.

Caution

SPOILER ALERT: The following pages are packed full of revealing info.

Reading onward virtually guarantees you'll discover plots and outcomes you might never have thought existed.

Stop right here if you don't want to risk spoiling the surprise of discovering the vast universe of *Mass Effect* on your own. You've been warned!



Prologue: Normandy and Eden Prime

The Normandy

Our story begins with the *Normandy* traveling to Eden Prime: a peaceful agricultural colony established by the Systems Alliance.

Uncertain why such a remote and serene world has been selected as the destination for the Alliance's most advanced and powerful vessel, much of the *Normand* y's crew believes there's more going on than meets the eye.

The intimidating presence of an onboard Council Spectre only fuels the widespread rumors that something big is about to happen.

The *Normandy*

The pride of the Alliance fleet, the *Normandy* is one of the most technologically advanced ships in the galaxy.

Built for speed and covert ops, the *Normandy* features an advanced stealth system—the only one of its kind in existence.

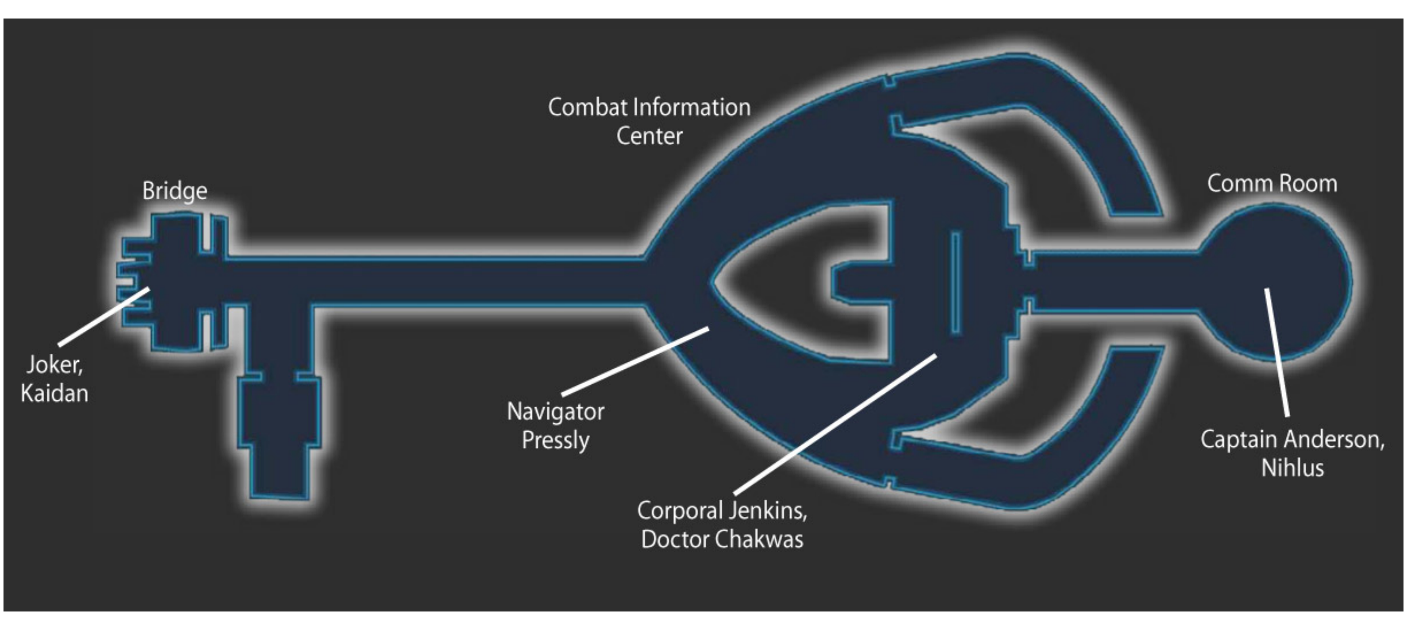
When activated, the stealth system allows the *Normandy* to slip past sensors, moving into orbit around planets and the like without fear of detection.

The *Normandy* features three decks and is manned by one of the most highly trained crews in the Alliance navy.

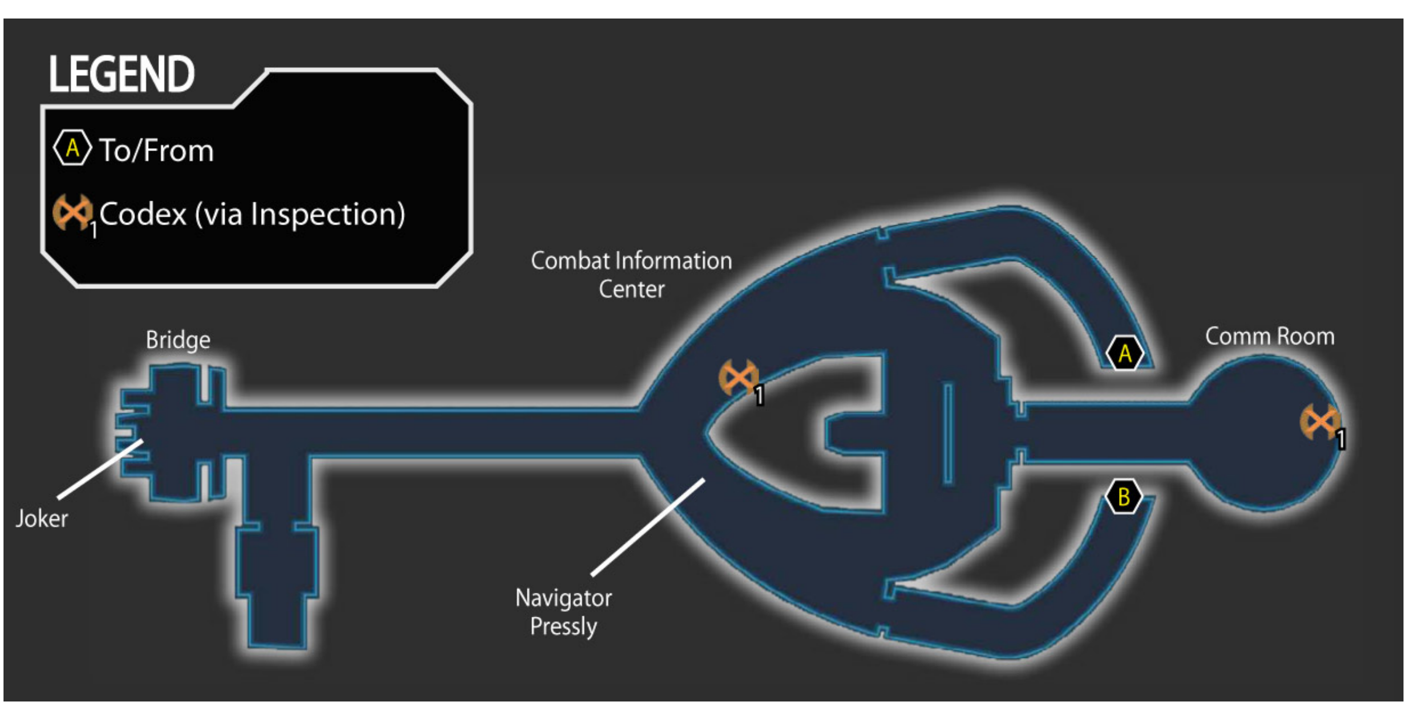
Note

During your initial exploration of the *Normandy* , only the uppermost command deck is accessible. After concluding your business at Eden Prime, you'll have free run of the ship.

***Normandy* : Command Deck (Before Eden Prime)**


Combat Information Center
Bridge
Comm Room
Joker, Kaidan
Navigator Pressly
Captain Anderson, Nihlus
Corporal Jenkins, Doctor Chakwas

***Normandy* : Command Deck (After Eden Prime)**


LEGEND
A To/From
Codex (via Inspection)
Combat Information Center
Bridge
Comm Room
A
B
Joker
Navigator Pressly

Command Deck Codex Entries

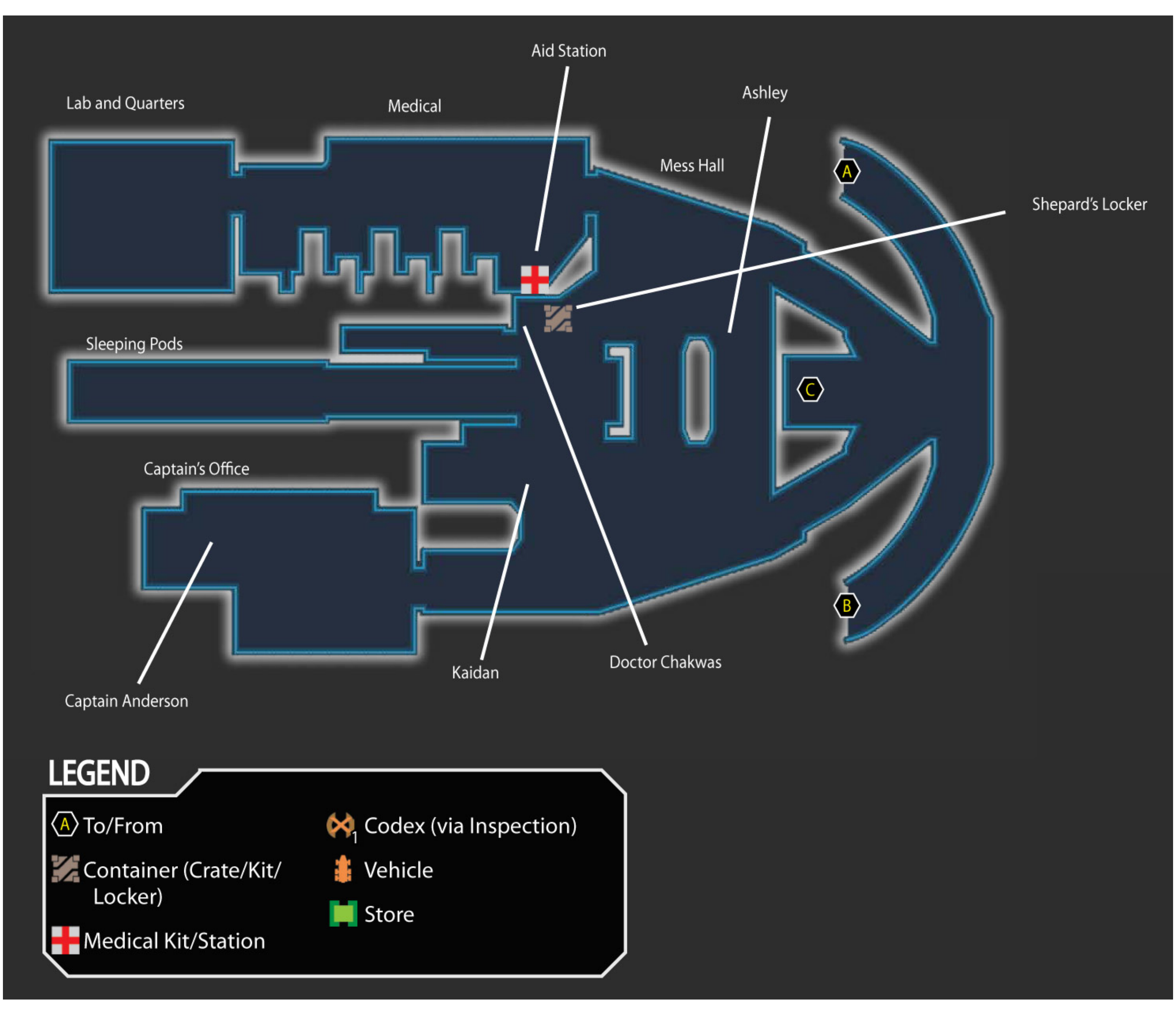
Primary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Aliens: Council Races	Turians	*Normandy* : Command Deck	Dialogue	Joker	None
Humanity and the Systems Alliance	Systems Alliance	*Normandy* : Command Deck	Dialogue	Joker	None
Humanity and the Systems Alliance	First Contact War	*Normandy* : Command Deck	Dialogue	Navigator Pressly	None
Citadel and Galactic Government	Spectres	*Normandy* : Command Deck	Dialogue	Corporal Jenkins, Doctor Chakwas	None
Aliens: Extinct Races	Protheans	*Normandy* : Command Deck	Dialogue	Captain Anderson, Nihlus	None
Planets and Locations	Region: Terminus Systems	*Normandy* : Command Deck	Dialogue	Captain Anderson, Nihlus	None

Secondary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Personal History Summary	Profile	*Normandy* : Command Deck	Dialogue	Joker	None
Humanity and the Systems Alliance	Timeline	*Normandy* : Command Deck	Dialogue	Joker	None
Ships and Vehicles	Starships: Sensors	*Normandy* : Command Deck	Dialogue	Navigator Pressly	None
Humanity and the Systems Alliance	Systems Alliance: Military Jargon	*Normandy* : Command Deck	Inspection	NAVMANUAL 1.4.1	After Eden Prime
Technology	Communications	*Normandy* : Command Deck	Inspection	FTL Comm Link	After Eden Prime

***Normandy* : Quarters (After Eden Prime)**


Aid Station
Lab and Quarters
Medical
Ashley
Mess Hall
A
Shepard's Locker
Sleeping Pods
C
Captain's Office
B
Kaidan
Doctor Chakwas
Captain Anderson
LEGEND
A To/From
Codex (via Inspection)
Container (Crate/Kit/Locker)
Vehicle
Store
Medical Kit/Station

Quarters Codex Entries

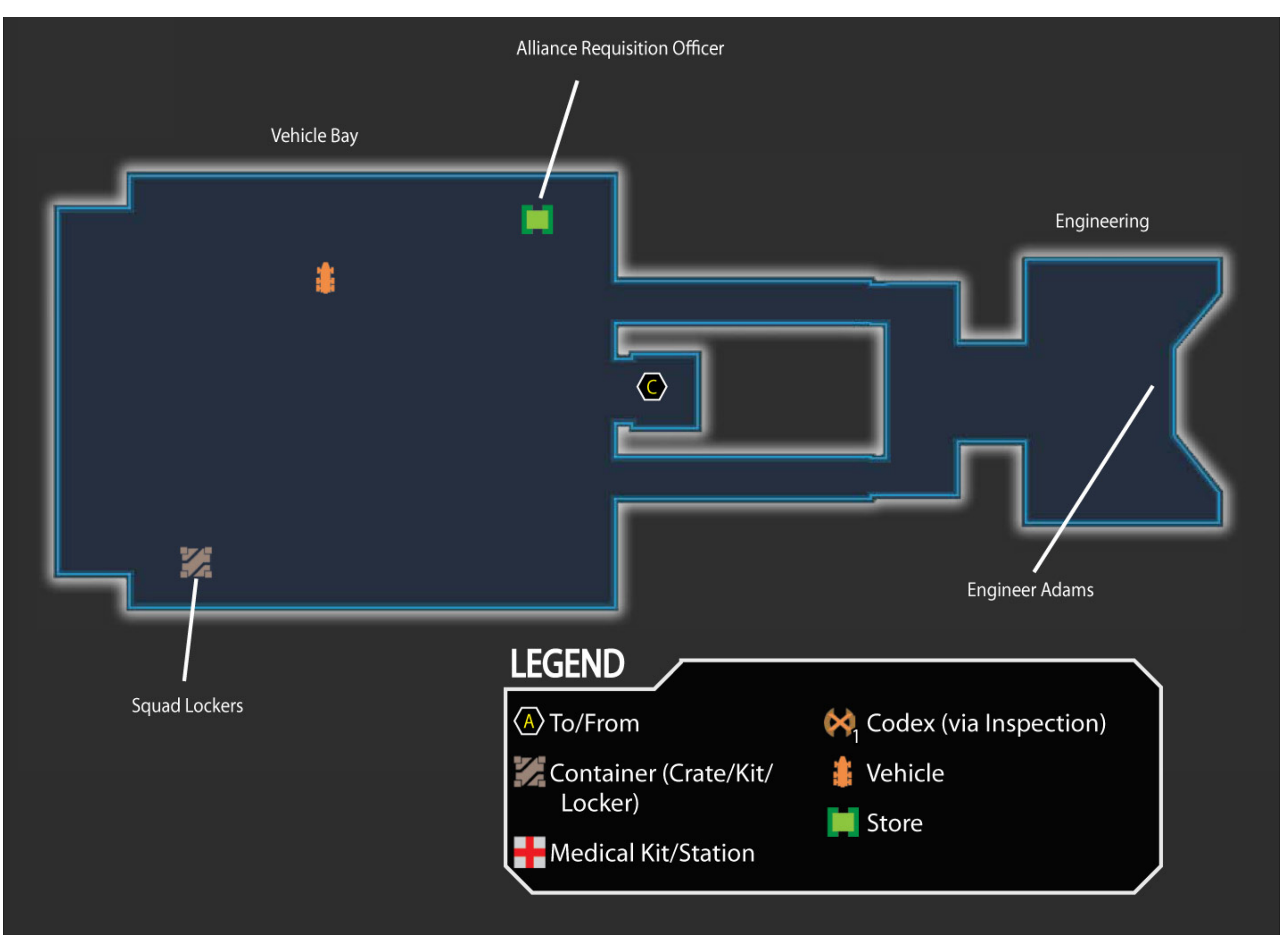
Primary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Citadel and Galactic Government	Citadel	*Normandy* : Quarters	Dialogue	Captain Anderson	After Eden Prime
Weapons, Armor, and Equipment	Medi-Gel	*Normandy* : Quarters	Using aid station in Medical area	Aid Station	After Eden Prime
Technology	Biotics	*Normandy* : Quarters	Dialogue	Doctor Chakwas	After Eden Prime

Secondary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Citadel and Galactic Government	Citadel Station: Statistics	*Normandy* : Quarters	Dialogue	Captain Anderson	After Eden Prime
Technology	Biotics: Biotic Amps	*Normandy* : Quarters	Dialogue	Doctor Chakwas	After Eden Prime
Humanity and the Systems Alliance	Systems Alliance: N7	*Normandy* : Quarters	Inspection	Shepard's Locker	After Eden Prime

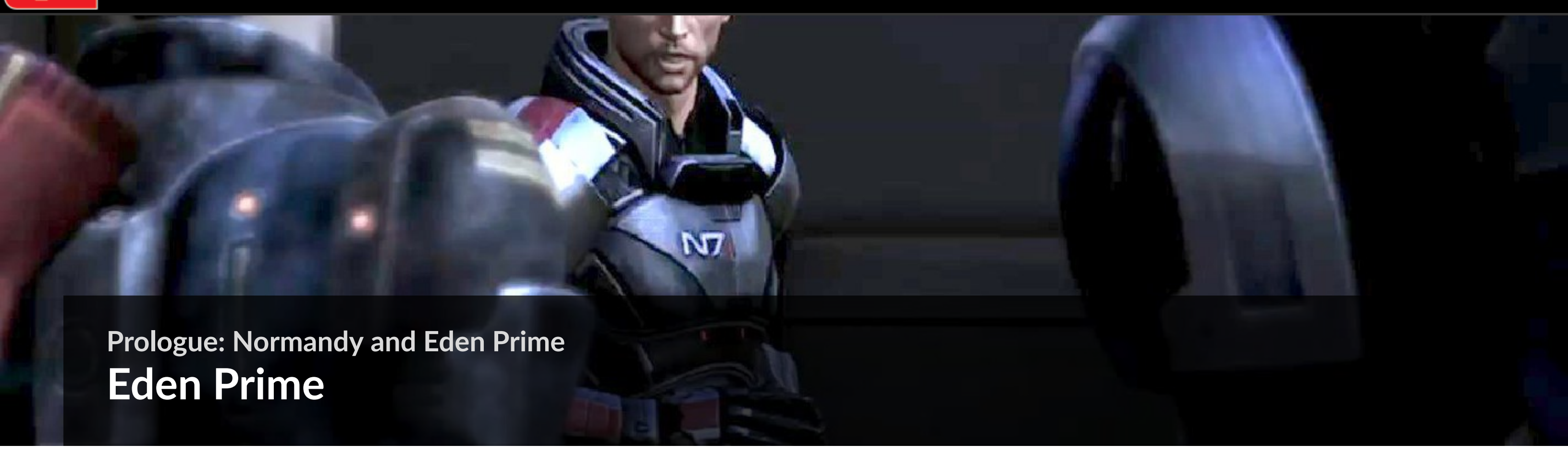
***Normandy* : Engineering (After Eden Prime)**


Alliance Requisition Officer
Vehicle Bay
Engineering
C
Engineer Adams
Squad Lockers
LEGEND
A To/From
Codex (via Inspection)
Container (Crate/Kit/Locker)
Vehicle
Store
Medical Kit/Station

Engineering Codex Entries

Primary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Ships and Vehicles	Vehicles: M35 Mako	*Normandy* : Engineering	Inspection	M35 Mako	After Eden Prime
Technology	Mass Effect Fields	*Normandy* : Engineering	Inspection	Field Integrity Monitor	After Eden Prime



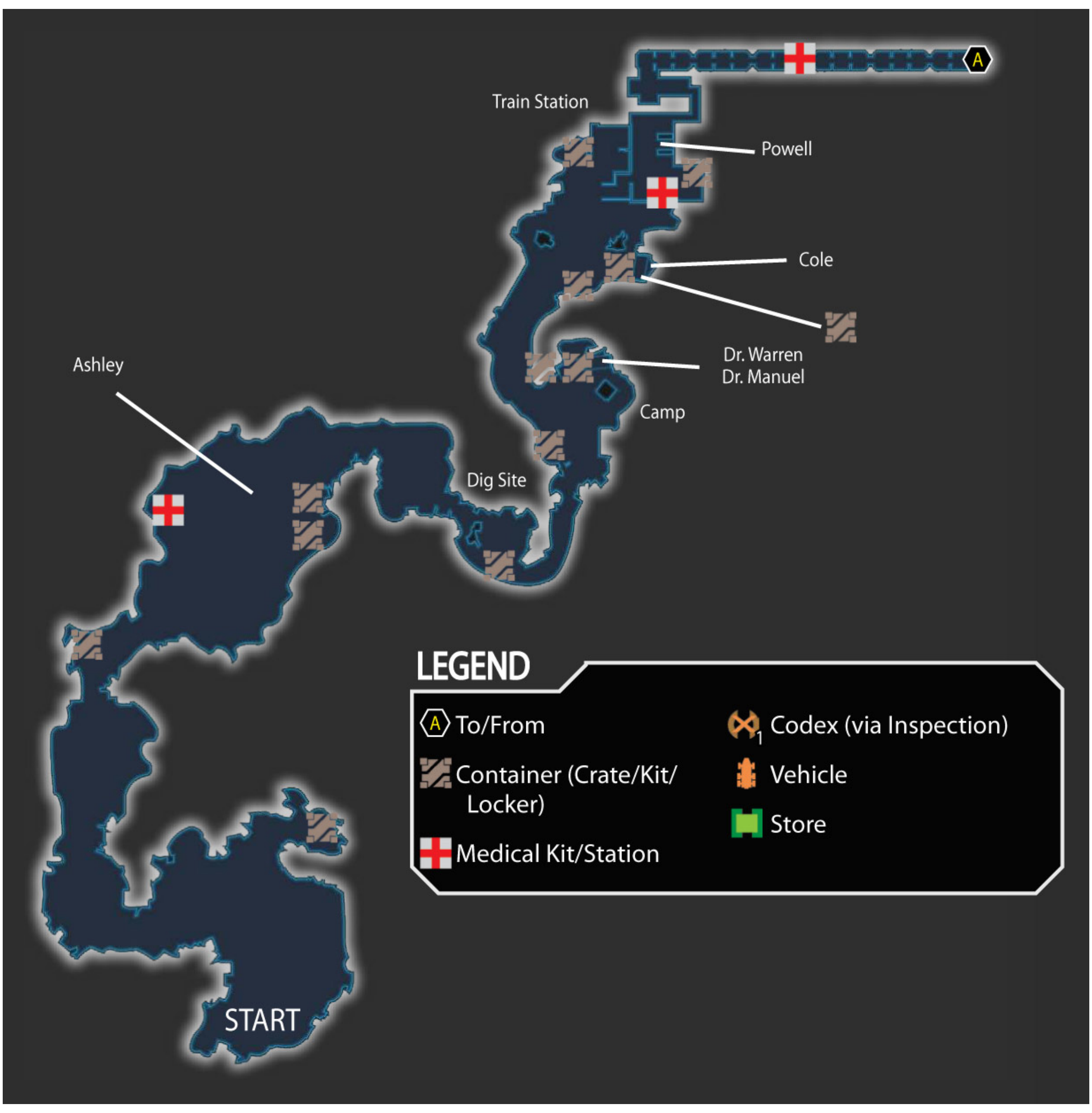
Eden Prime

A serene planet with an atmosphere abnormally supportive of human life, Eden Prime is home to one of the Systems Alliance's largest agricultural communities.

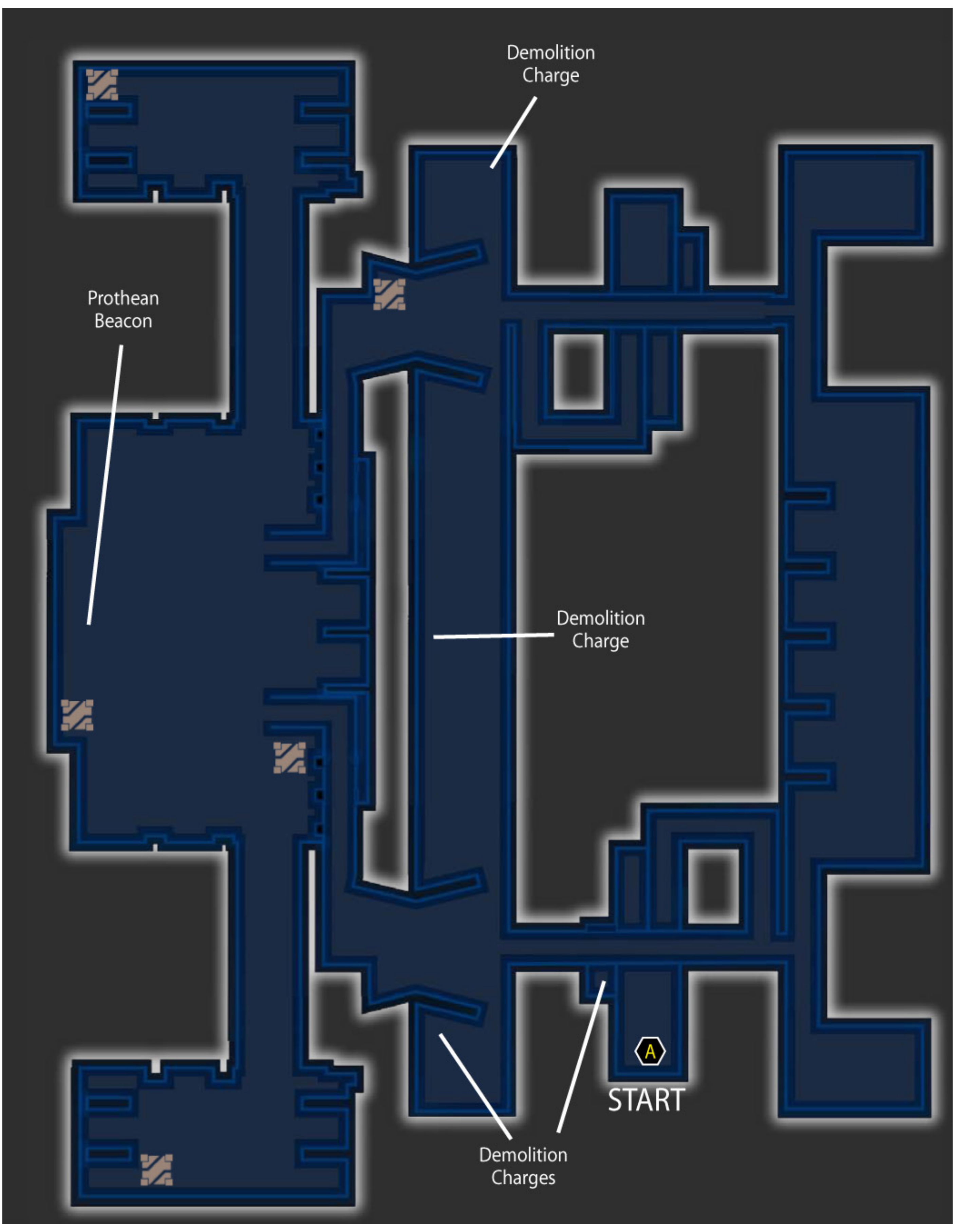
A model of organized development, the majority of the planet's four million inhabitants is housed within space-efficient arcologies that tower over thousands of acres of fertile fields and orchards.

Nothing of note ever really happens here at Eden Prime, and the Normandy's crew is baffled as to why they've been ordered to visit this tranquil world.

Eden Prime: Surface


A
Train Station
Powell
Cole
Dr. Warren
Dr. Manuel
Camp
Ashley
Dig Site
START
LEGEND
A To/From
Container (Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Vehicle
Store

Eden Prime: Spaceport


Demolition Charge
Prothean Beacon
Demolition Charge
A
START
Demolition Charges

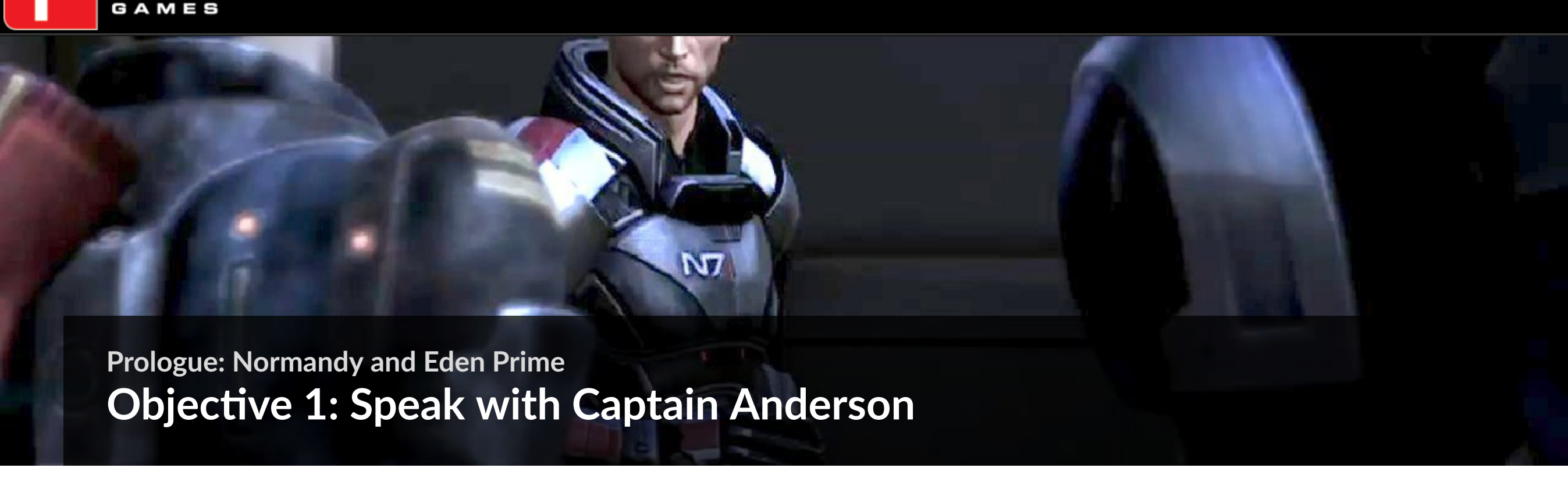
Surface Codex Entries

Primary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Aliens: Non-Council Races	Geth	Eden Prime: Surface	Dialogue	Ashley	During first chat with Ashley
Weapons, Armor, and Equipment	Body Armor	Eden Prime: Surface	Acquiring new armor	Container (any type that holds armor)	None
Aliens: Non-Sapient Creatures	Husks	Eden Prime: Surface	Encountering Husks	Husks (enemies)	None

Secondary Codex

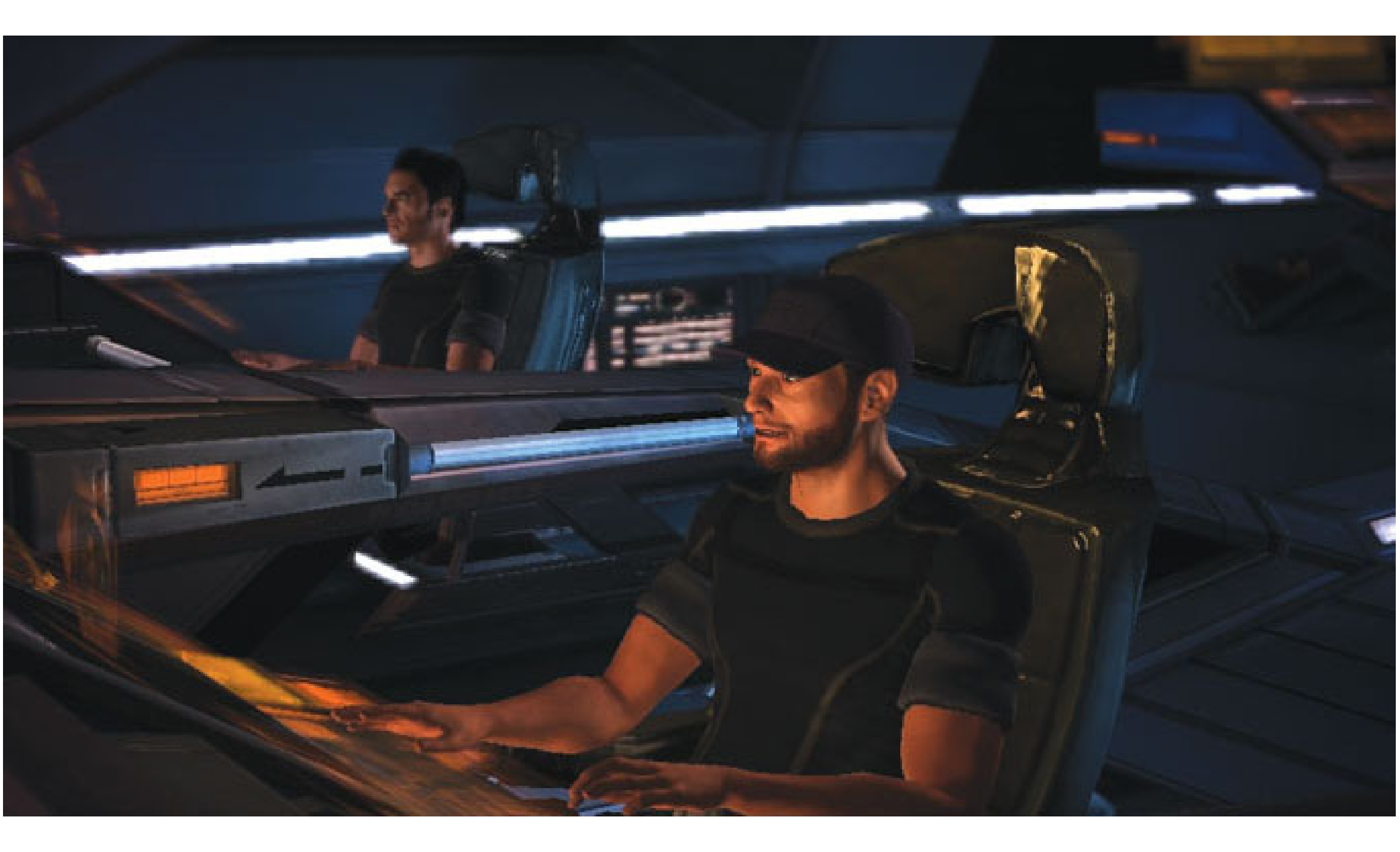
Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Weapons, Armor and Equipment	Upgrades	Eden Prime: Surface	Locating an upgrade kit	Upgrade Kit	None
Weapons, Armor, and Equipment	Grenade	Eden Prime: Surface	Locating a grenade	Container (any type that holds a grenade)	None



Prologue: Normandy and Eden Prime

Objective 1: Speak with Captain Anderson

Rumor and Speculation



Having made a perfect FTL jump into near orbit around Eden Prime, Joker places the Normandy into stealth mode for a silent approach.

Nihlus is pleased with the helmsman's skill and departs to inform the captain of their arrival.

With the Spectre gone, Joker recounts his trepidation about the mission to his fellow officer, Kaidan Alenko, also stationed at the helm.

Kaidan calls his crewmate paranoid, maintaining that the turian Spectre's presence signifies nothing more than the Council's will to oversee the operation it has funded.

Joker scoffs at Kaidan's ignorance, insisting that something larger than a simple shakedown mission is at hand.

Glossary

FTL

The acronym FTL stands for "Faster Than Light" travel, indicating the incredible speeds at which space vessels are able to navigate the traverse when utilizing mass relay nodes.

Spectre

Spectres are special operatives and representatives of the Council. They function above the law; they're free to carry out their duties however they see fit.

Spectres are hand-picked by the Council to be their eyes and ears throughout the galaxy, occasionally functioning as their swift hand of justice when the need arises.

The term Spectre stands for Special Tactics and Reconnaissance.

Council

The Council governs the Citadel and all galactic territories that fall under the blanket of Citadel Space.

Headed by the foremost political leaders of the three established Council races—the asari, salarians, and turians—the Council serves as the voice of common law in the civilized galaxy.

All matters of galactic importance are deliberated by the Council, who meet at their official chambers within the Citadel.

Turian

The turians are one of the three races with a seat on the Citadel Council. Their autocratic society values discipline, but is tempered by a strong personal and collective sense of honor.

Turians fill the role of peacekeepers for the Council, using their large military to preserve peace and order in the face of piracy and external threats.

Their original homeworld is the planet Palaven.

Eager for a status report, Commander Shepard enters the bridge and approaches the helm. This is your first opportunity to participate in a conversation.

Select a response and click to make Shepard voice your opinion. Choosing the upper-right responses throughout this brief dialogue tree earns you a few Paragon points when the conversation concludes.

Selecting the lower-right responses shifts your alignment slightly toward Renegade.

Picking the middle-right options causes Shepard to utter neutral responses that have no effect on your morality.

Note

Nearly every dialogue tree in Mass Effect grants you the choice of responding in neutral, Paragon, or Renegade tones.

The option strings make things pretty obvious, but as a general rule of thumb: Upper-right dialogue options are reserved for Paragon responses, while lower-right choices issue Renegade-style replies.

Middle choices often prompt neutral responses that carry the least chance of altering Shepard's moral alignment.

Note

Dialogue options that branch off to the left side of the circle cause Shepard to probe deeper into the conversation with queries.

Select these options whenever they're available to extend the conversation, increasing your odds of learning new Codex entries or uncovering responses that may let you score some extra XP and morality points when the chat concludes.

Right-side choices generally steer the conversation toward its conclusion, so pick those last if you're aiming to get the most out of each chat.

During the dialogue with Joker and Kaidan, Captain Anderson radios in through the ship's comm system. He orders Shepard to meet him at the comm room for a mission debriefing.

Leave Joker and Kaidan to their work and make for the comm room (marked on the map).

Tip

Press [Esc] to halt the in-game action and bring up the Mission Computer. Here you may access the map to get your bearings and determine where you need to go.

Highlight areas of interest about the map and click the right mouse button to set a destination marker there.

This allows you to follow your radar toward the desired destination with greater ease.

As you pass the combat information center, you overhear Navigator Pressly expressing his misgivings about the current mission with Engineer Adams.

Seems like everyone's a little on edge with a Spectre aboard. If you'd like, pause for a moment to speak with Pressly for a chance to gain a few more Codex entries.

Corporal Jenkins and Doctor Chakwas stand just outside the comm room. Jenkins is on edge, eager to get into some action and prove himself to his superiors.

Take a moment to speak with these two crewmates to learn background info on Nihlus, the Spectres in general, and Eden Prime, the planet you'll soon be exploring.

Investigate all left-side options of this conversation tree to uncover a new Codex entry. The right-side responses can net you a few more morality points, as well.

Morality Choices: Paragon Versus Renegade

Though you may choose to take any tone you like during any given dialogue, savvy gamers will strive to keep to one side of the morality system (either Paragon or Renegade), and steer clear of neutral responses.

Focusing on advancing in either Paragon or Renegade is important, as doing so helps you reach morality milestones faster than if you regularly split your dialogue options between the two.

Reaching morality milestones quickly is also important: As you reach certain milestones by filling the Paragon or Renegade point meters (shown at the Squad menu), Shepard's ability to advance in either the Charm (linked to Paragon) or Intimidate (tied to Renegade) Talents increases.

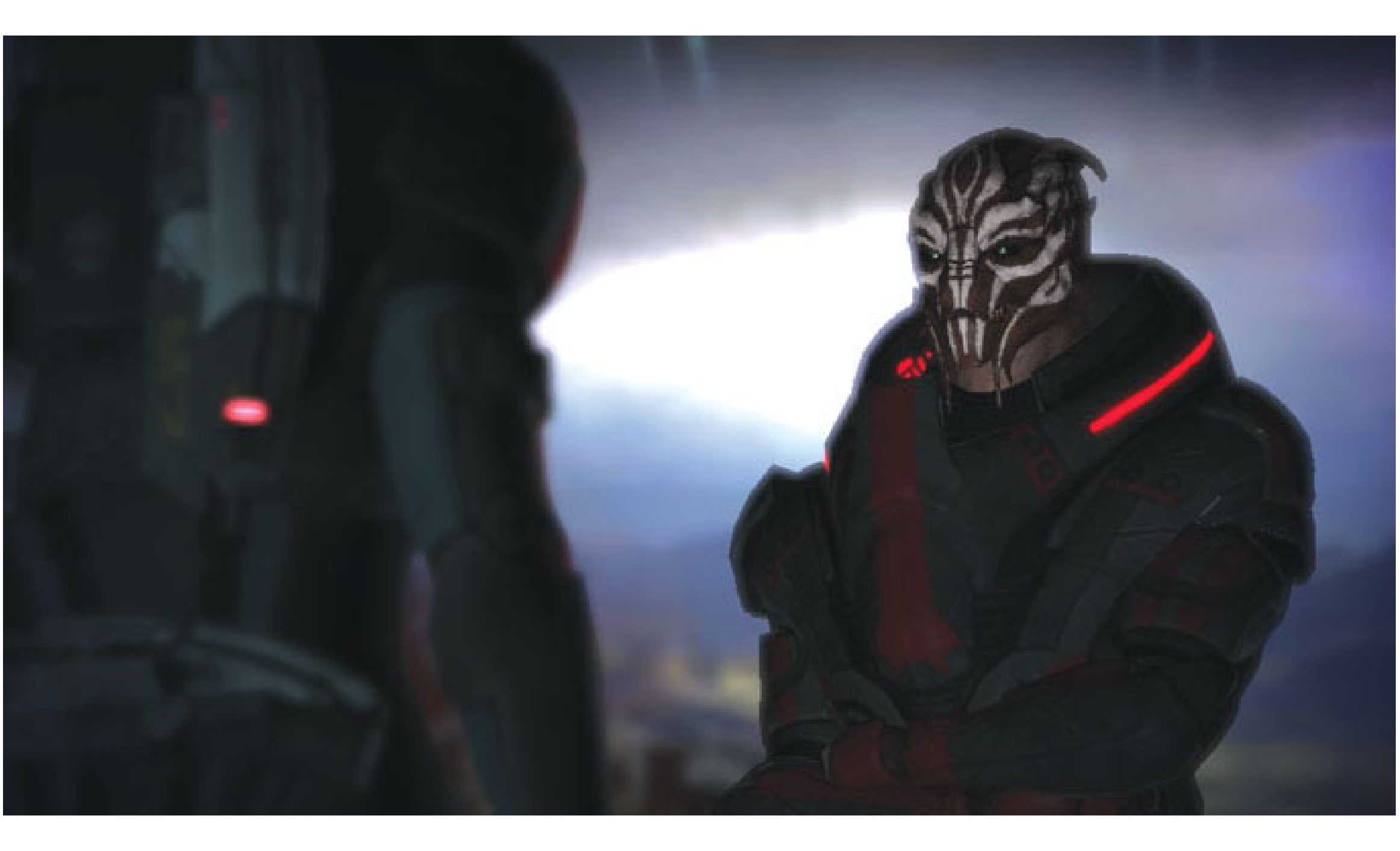
Excelling in these talents grants you special dialogue options in certain scenarios, letting you explore special outcomes you otherwise couldn't.

Decide which sort of hero you want to be and make dialogue choices accordingly.

Then make sure to invest heavily in either Charm or Intimidate each time Shepard levels up.

The earlier you invest in either Charm or Intimidate, the sooner you'll be able to draw upon these skills during critical conversations!

An Incredible Find



Entering the comm room, Commander Shepard finds not the ship's captain waiting inside, but Nihlus, the turian Spectre sent by the Council to accompany the *Normandy* 's crew on this mission.

Nihlus is pleased to see Shepard arrive before the captain, saying it'll give them a chance to talk.

He probes Shepard about Eden Prime, but the commander has little knowledge to impart other than what he's heard from his crew.

Arriving within moments, Captain Anderson greets Shepard, then quickly divulges that the mission at hand is far more than a simple shakedown run.

He tells Shepard, his XO (Executive Officer) that they're making a covert pickup on Eden Prime, which is why the stealth-enabled *Normandy* was chosen for the task.

The target is a Prothean beacon that has recently been excavated by a research team on the planet's surface.

Glossary: Prothean

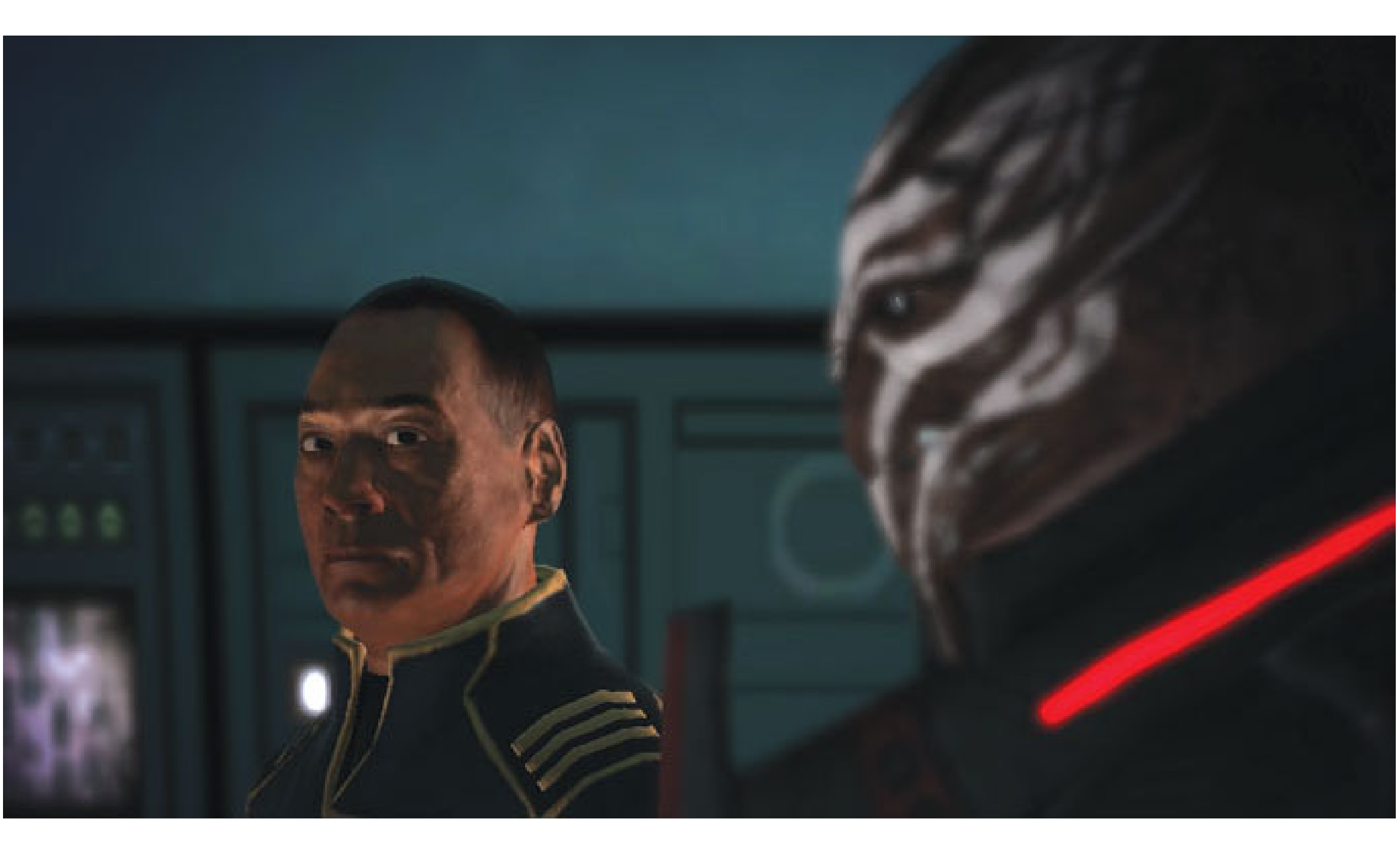
Many millennia ago, the Protheans were the only spacefaring species in the known galaxy. They spread throughout the Perseus Arm, using mass relays to travel among the systems they colonized.

For reasons still unknown, a cataclysm befell the entire Prothean civilization about 50,000 years ago.

Although the Protheans vanished, they left behind an impressive legacy. All advanced science in the known galaxy is inspired by what is believed to be Prothean technology.

The Prothean civilization is credited with building the mass relays, a widespread network of gates that allow instantaneous transportation from one region of the galaxy to another.

They also left the Citadel, the enormous space station in the Serpent Nebula that is widely considered the crowning achievement of the Protheans.



Acquiring this technology is an extraordinary opportunity.

The discovery of abandoned Prothean technologies such as the Citadel and mass relay nodes is the core reason why galactic races of all kinds, including humanity, have advanced so quickly over recent years.

The beacon must be returned to the Citadel for study.

Naturally, the interests of obtaining the beacon go beyond that of the human race; the Council is eager to learn more about this intriguing find.

This is the main reason behind Nihlus's presence aboard the Normandy, but he's also here to evaluate Shepard's performance in the field.

Humanity has been pushing for a larger role in galactic politics, and Shepard is under serious consideration for an appointment to Spectre status.

Such an appointment would go far in bolstering humanity's status in the eyes of the galactic community.

The mission is simple in design: secure the Prothean beacon so it may be transported onto the Normandy and brought to the Citadel for study.

Investigate all dialogue options to end the meeting with two additional Codex entries under your belt. No morality points can be gained from this conversation.

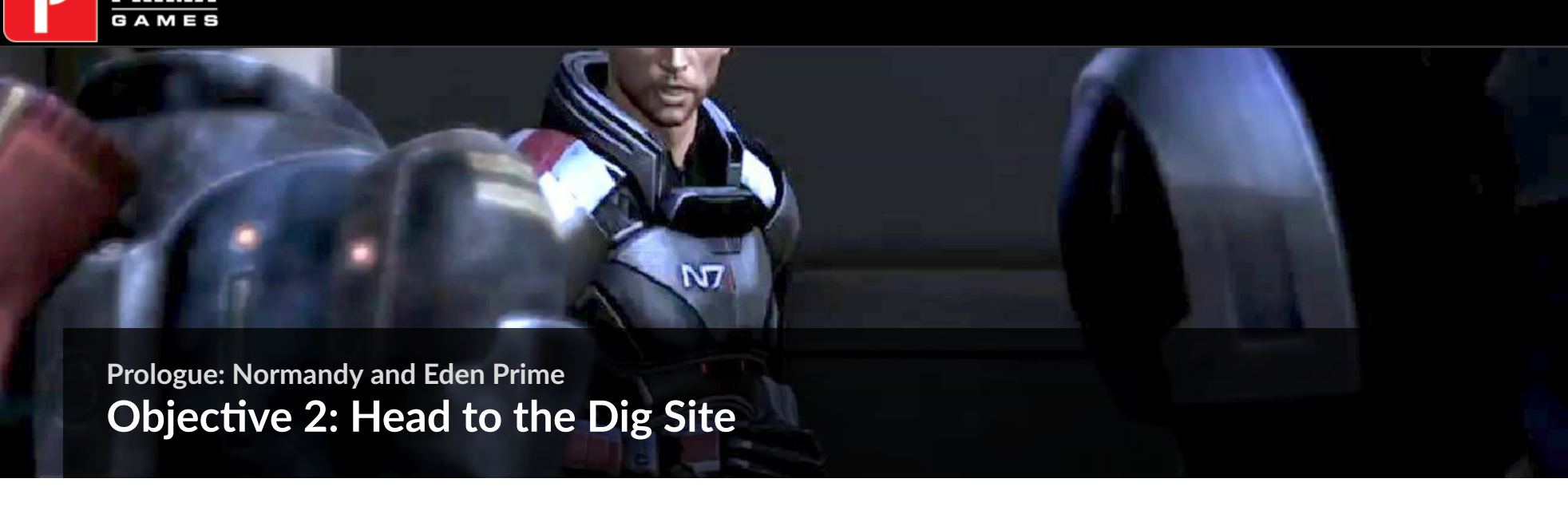
Note

Not every dialogue offers a chance to earn morality points. Still, it pays to select the responses that fit with the type of character you're trying to play.

As the meeting draws to a close, Joker suddenly radios in over the ship's comm channel with a disturbing message: Eden Prime is being attacked by some unknown party.

The groundside feed is scrambled and chaotic, but it's clear enough that the planet's defenses are being overrun.

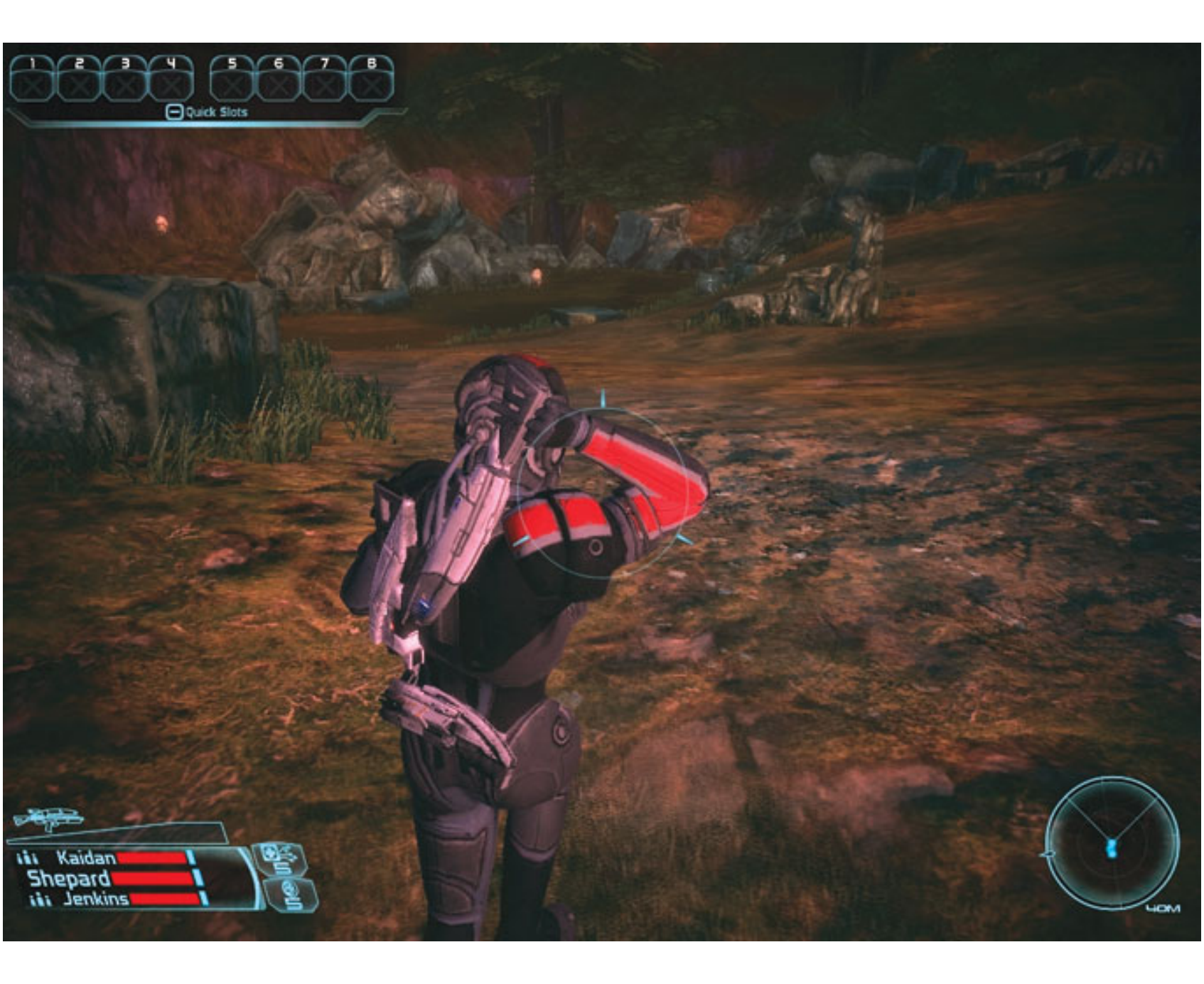
Captain Anderson orders Shepard to suit up and head down to the surface with a small away team. The beacon must be recovered at all costs.



Prologue: Normandy and Eden Prime

Objective 2: Head to the Dig Site

Eden Prime: Surface



Joker swoops the *Normandy* down and completes a successful stealth drop, deploying you and your squad mates (Kaidan and Jenkins) into an enemy-free clearing on the planet's surface.

Take this opportunity to get your bearings and check your weaponry. Press [Q] to draw your pistol and to holster it again.

Hold the right mouse button to take aim or zoom and press the left mouse button to fire. Aiming with the right mouse button increases weapon accuracy and damage.

Note

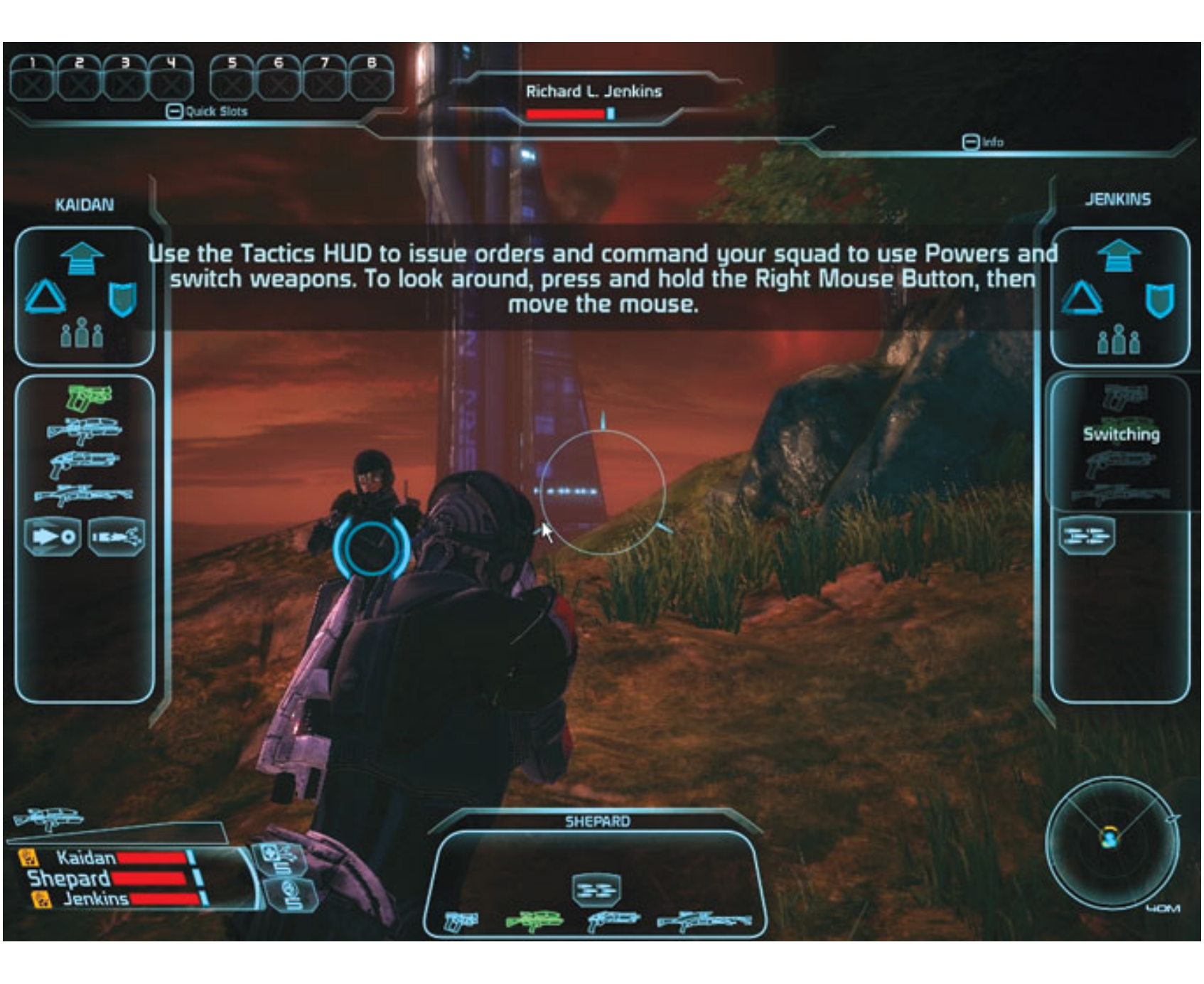
All weaponry in *Mass Effect* features unlimited ammunition, but each firearm is prone to overheating when used to excess. Keep track of your weapon's heat status by monitoring the meter at the screen's lower-left corner.

If the bar fills red, your weapon overheats and cannot be used until it cools down. Fire in short bursts to manage your weapon heat carefully.

Tip

Weapon accuracy is illustrated by your onscreen targeting circle.

The larger the circle, the less accurate shots will be. Many factors can affect accuracy, but here are two easy ways to improve upon it: fire in short bursts, and remain stationary while firing. Using [Ctrl] to crouch down provides optimal accuracy.


Use the Tactics HUD to issue orders and command your squad to use Powers and switch weapons. To look around, press and hold the Right Mouse Button, then move the mouse.

Press [Spacebar] to pause the action and call up your weapon inventory. Select a weapon other than the pistol and click the left mouse button to equip it.

Return to the game and watch as Shepard quickly arms the weapon you've selected. You can switch between weapons by scrolling the mouse wheel or using [F1], [F2], [F3], and [F4].

Note

You can also designate weapons for your squad mates. This is important, because your teammates won't always be wielding the best weaponry for the current scenario.

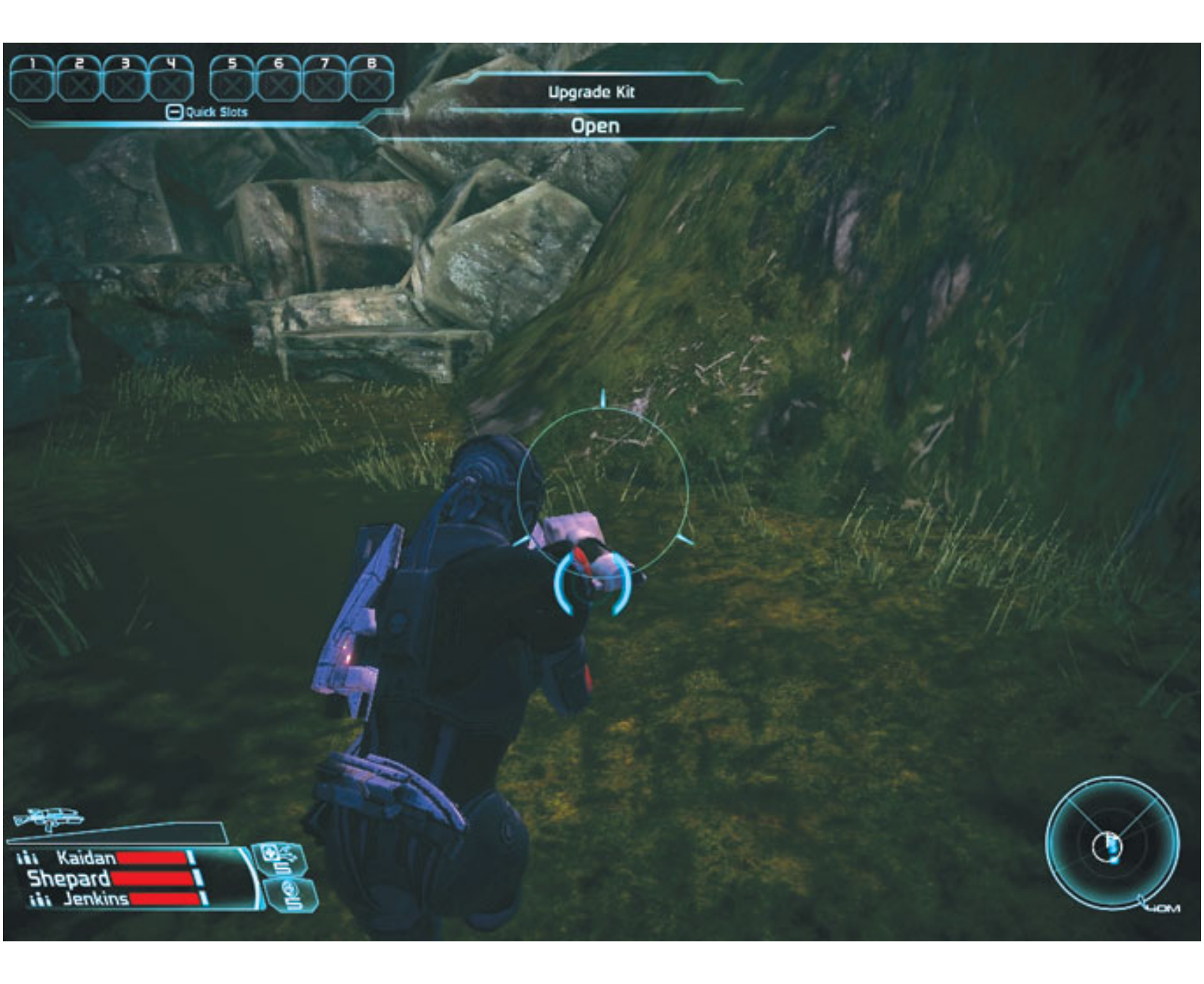
Keep tabs on your squad's weapons and make sure they're armed with the ideal firearms for the battle at hand.

Press [Esc] to call up the Mission Computer, and visit the Squad menu to examine your team's abilities and learn which firearms your teammates have been trained to use most effectively.

Quick Slots
Kaidan
Shepard
Jenkins
40M

Odd creatures mill about just north of the drop zone. These peculiar beings are docile and harmless, but you can fire on them for target practice if you like.

Go ahead and pop a few rounds into each one you see, experimenting with all four of your weapons. You won't be penalized for this initial bit of target practice.



Before moving too far ahead, search around to find an **upgrade kit** in a nook just north of the Start. Approach and open this special container to acquire a random item, usually a weapon upgrade or the like.

Doing so also earns you a Codex entry, since this is the first upgrade kit you've discovered. Keep an eye out for item-holding containers such as upgrade kits and be sure to open every one you find.

Note

Check the maps to learn the whereabouts of item-holding containers.

Refer to this guide's "Spectre Orientation Department" for complete details on the usage of weapons and upgrades, including how to equip them.

Tip

Avoid equipping "untrained" weapons whenever possible, or accuracy and damage will be significantly reduced.

Death of a Friend

Shepard senses danger on the trail ahead. Jenkins moves to investigate, but is careless and fails to keep behind cover.

In a blink, a trio of **geth recon drones** flies out from behind a distant rock and fires on Jenkins, ripping him to shreds. The hovering devices then turn their fire on Shepard and Kaidan.

Glossary: The Geth

The geth are a race of networked artificial intelligences (AIs). They were created nearly 300 years ago by the quarians as laborers and tools of war.

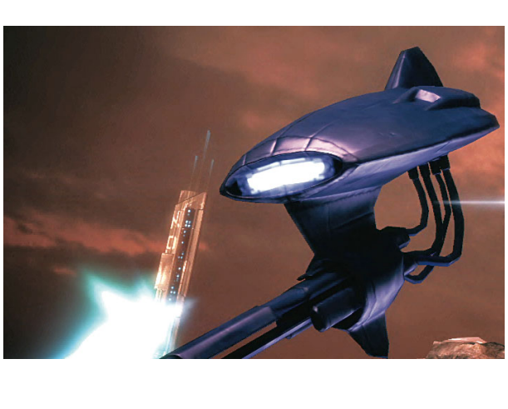
When the geth began to question their masters, the quarians attempted to exterminate them. The geth won the resulting war.

The example of the geth has led to legal systematic repression of AIs in galactic society.

A dark nebula of opaque gas and dust lies between geth space and the Terminus Systems called the Perseus Veil.

Because of this visual obstruction, the activities of the geth in their systems are largely a mystery.

Geth Recon Drone



Rating : Minion

Resistances : Biotics (Physics Immune)

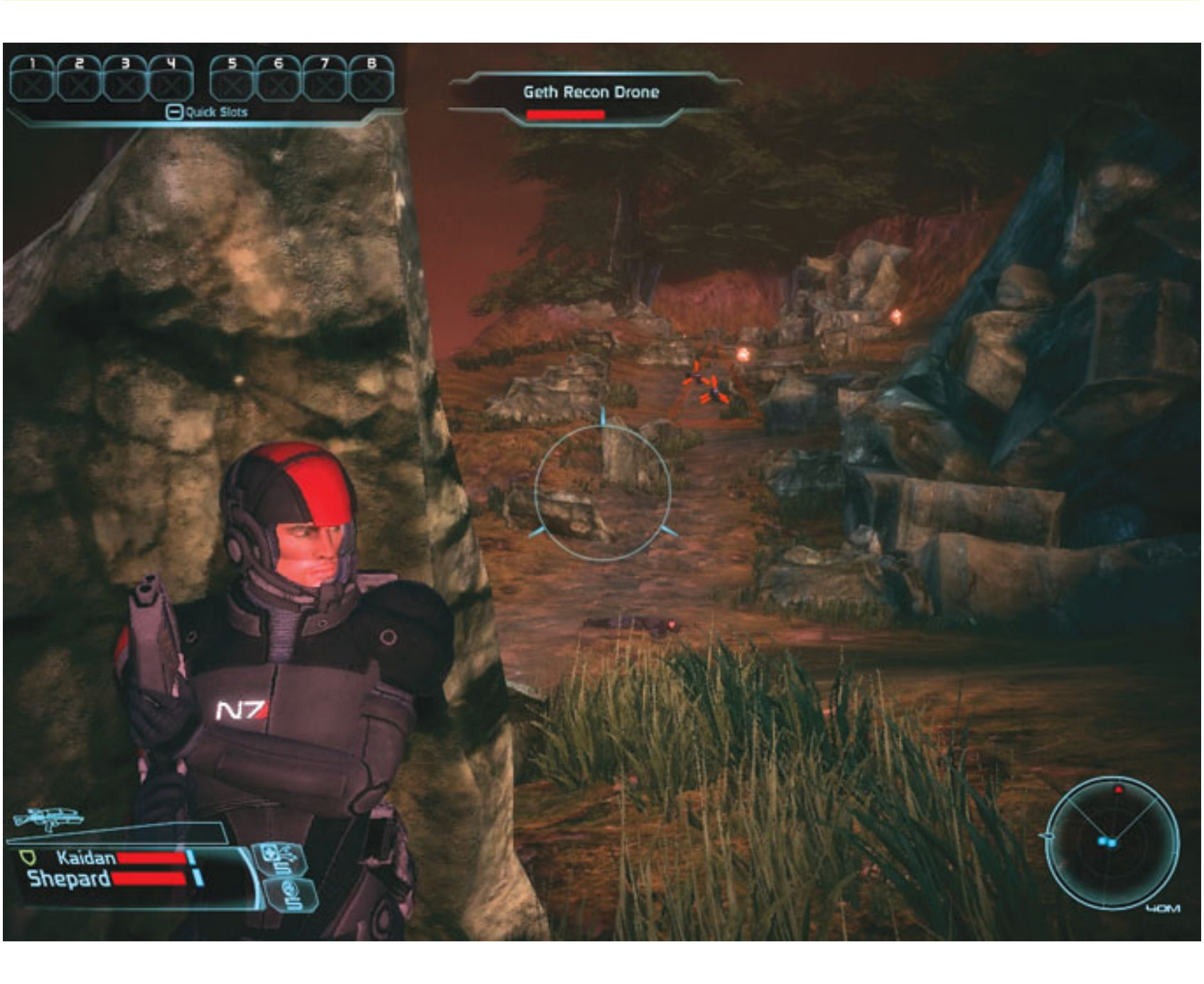
Weakness : Tech

Power

- Hover

Recon drones are designed to harass and flank the enemy. Their gunfire is weak; it's intended to flush the enemy from cover so advanced geth forces can wipe them out.

The mass effect field used by Drones to hover makes them immune to Throw, Lift, and Singularity. They possess light shields, but are easily destroyed.



Don't make the same mistake Jenkins did. Dart behind a nearby rock to press Shepard's back against it.

Slide over to the edge of the rock, then press and hold the right mouse button to make Shepard take aim around the corner.

Target a recon drone and notice its health displayed at the top of the screen. Pick off all three recon drones as quickly as you can without exposing yourself to risk.

The pistol works well from medium range. Watch the drone's health bars quickly dwindle as hits are scored.

Note

Shepard must have a weapon drawn in order to press up against objects and use them as cover.

Note

Your squad's health and shield status is displayed beneath the overheat meter at the screen's lower-left corner.

Shields are denoted by a number of blue "blips" to the right of the health bars; Shepard currently has only one shield.

Shields regenerate over time, but health does not except with special armor upgrades or healing abilities are possessed.

Find cover whenever your shields falter and lay low until they recharge. Press [F] to use Medi-Gel and heal your squad.

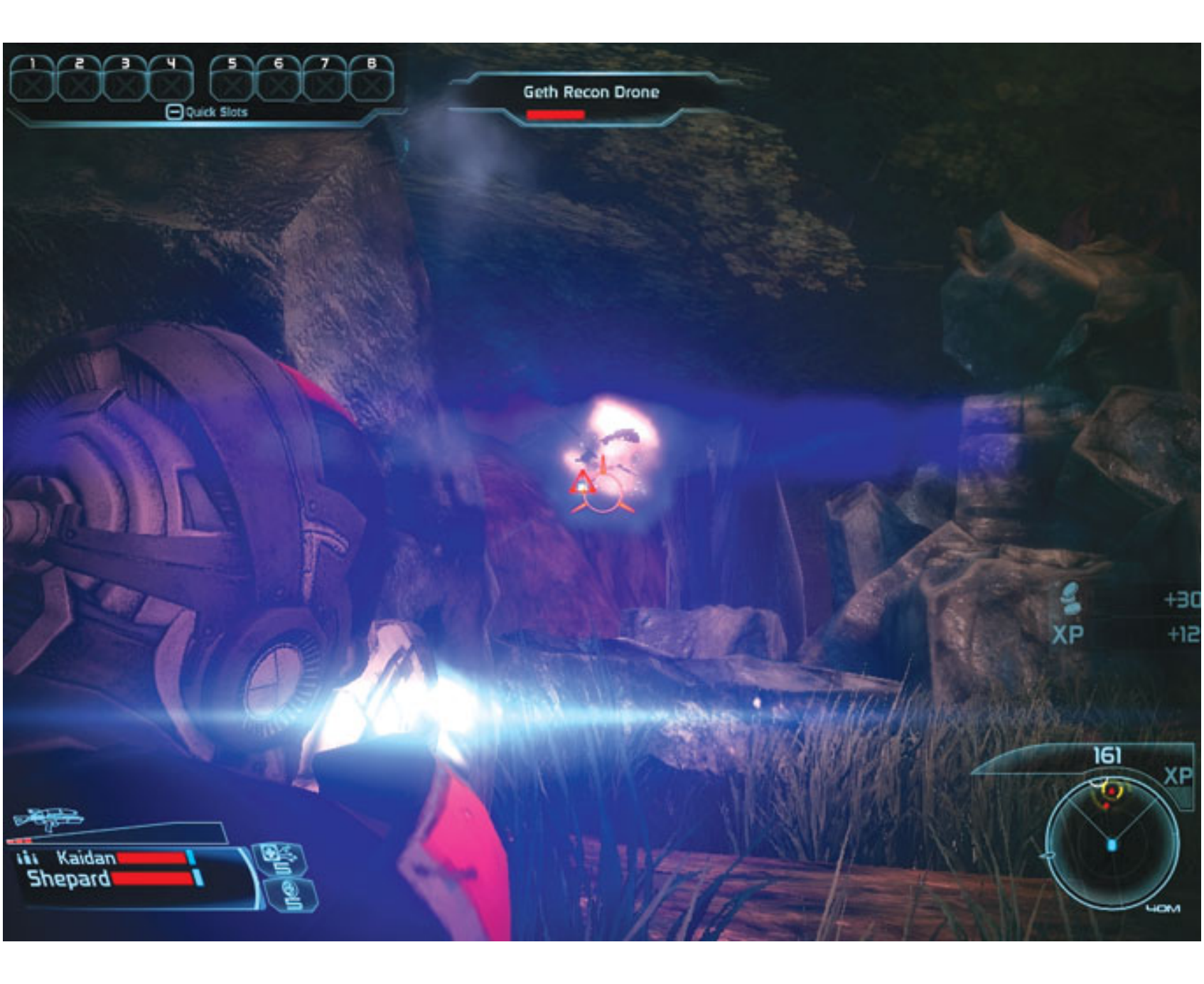
Approach Jenkins's body after eliminating the recon drones and press [Enter] or [E] to examine it.

Kaidan closes the fallen soldier's eyes and mourns his loss. The response you choose can net you some morality points.

Destroying all three recon drones should net you enough experience points (XP) to level up your squad. Although Jenkins has fallen, Shepard and Kaidan advance to the next level after avenging his death.

Press [Spacebar] to call up the Mission Computer and visit the Squad menu to bestow your newly acquired Talent Points to Shepard and Kaidan.

See this guide's "Spectre Orientation Department" for complete details on the level-up process.



Jenkins's fate is unfortunate, but you've still got a mission to complete. Continue moving north along the trail with your weapon drawn.

Another trio of geth recon drones soon emerges from the trail ahead; spy them on your radar as a number of red blips. Take cover as fast as possible and pick off each drone from a safe vantage.

When the smoke clears, find another **upgrade kit** near some rocks to the west. Open the kit for a reward, then continue onward to encounter a third group of recon drones.

Note

Press [Ctrl] to make Shepard crouch. Movement speed is reduced while crouching, but accuracy is increased.

Crouch to take cover behind short objects, pressing Shepard's back against them as you would against taller forms of cover.

Tip

Press [F] to use a Medi-Gel and heal your squad. Your current Medi-Gel stock is displayed at the screen's lower-left corner.

After using a Medi-Gel, you must wait several seconds before you may use another. This cooldown period is illustrated by the darkening and gradual lightening of your onscreen Medi-Gel indicator.

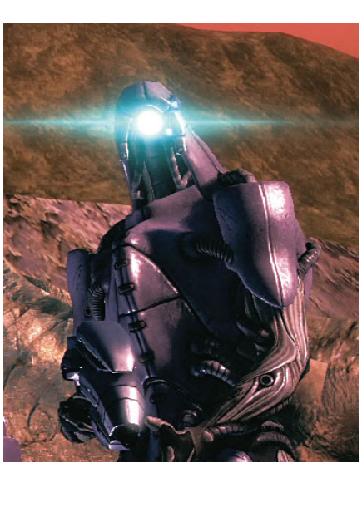
Help Arrives

In the clearing beyond the third group of geth recon drones, Shepard and Kaidan witness a female soldier being pursued by yet more drones.

The woman tucks and rolls, spinning to fire on the hostile devices in a desperate maneuver. Her aim is true, and both machines explode into bits of shrapnel.

A nearby colonist isn't so fortunate, however: two frightening **geth troopers** impale him on a tall spike that rapidly extends upward into the sky.

Geth Trooper



Rating : Minion

Resistances : None

Weakness : Biotics and Tech

Powers

- Geth Barrier
- Shield Boost

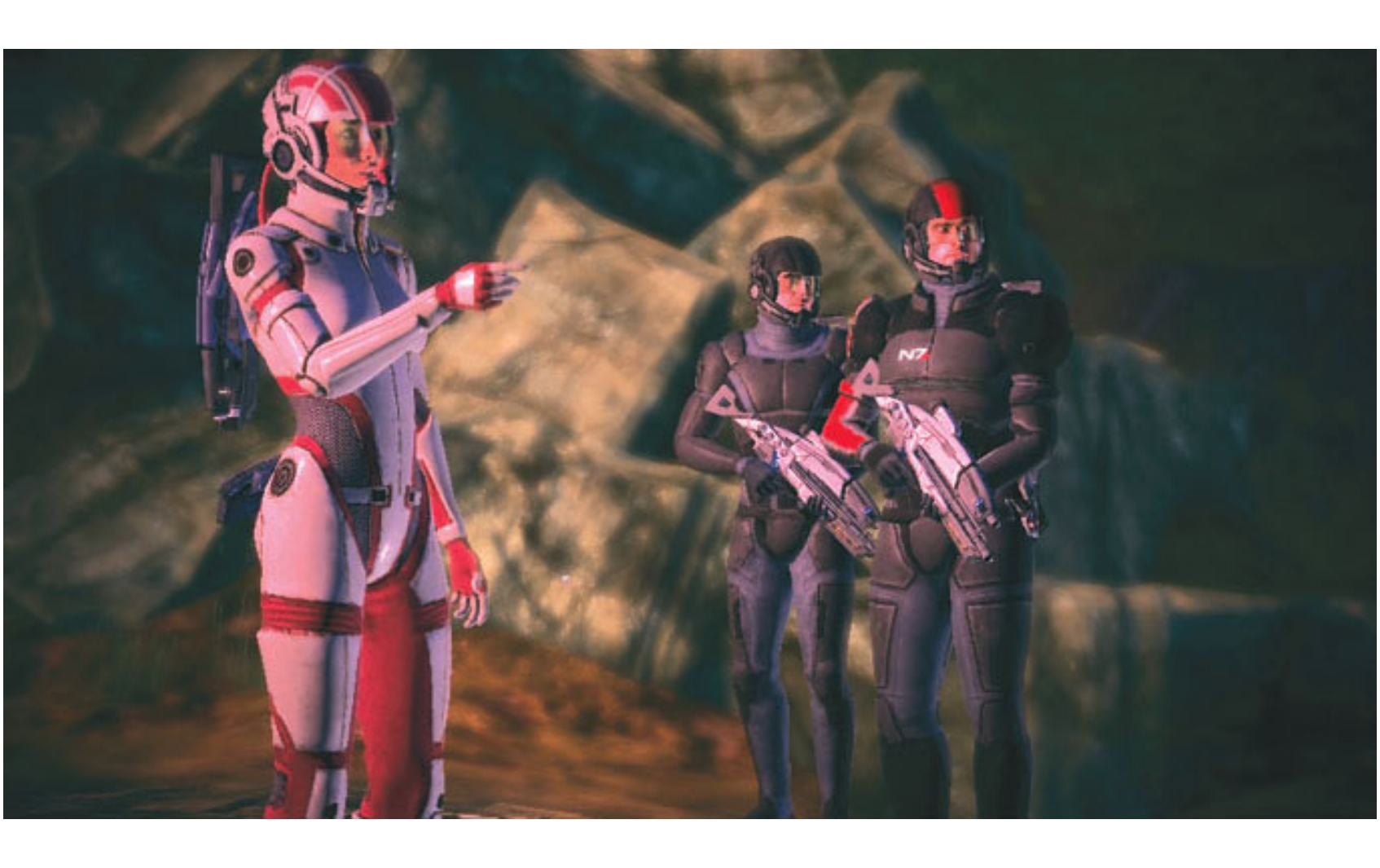
Geth troopers are standard infantry units. They carry basic armaments and are able to recharge their shields when necessary.

They can also erect kinetic barriers to use as cover in open ground. Like most powers, these abilities require a significant cooldown period after each use.

The geth have more shields and less health than equivalent organic soldiers, which makes them very vulnerable to attacks that bypass shields.

Tip

Don't miss opening the medical kit, crate, and upgrade kit in the clearing where you meet Ashley for a variety of items.



Not wanting to become the geth's next victim, the woman quickly flees to take cover behind a rock, then pulls out an assault rifle.

Rush to help her defeat the enemies advancing on her position. When the geth are no more, the woman thanks you for your help, then introduces herself as Gunnery Chief Ashley Williams of the 212.

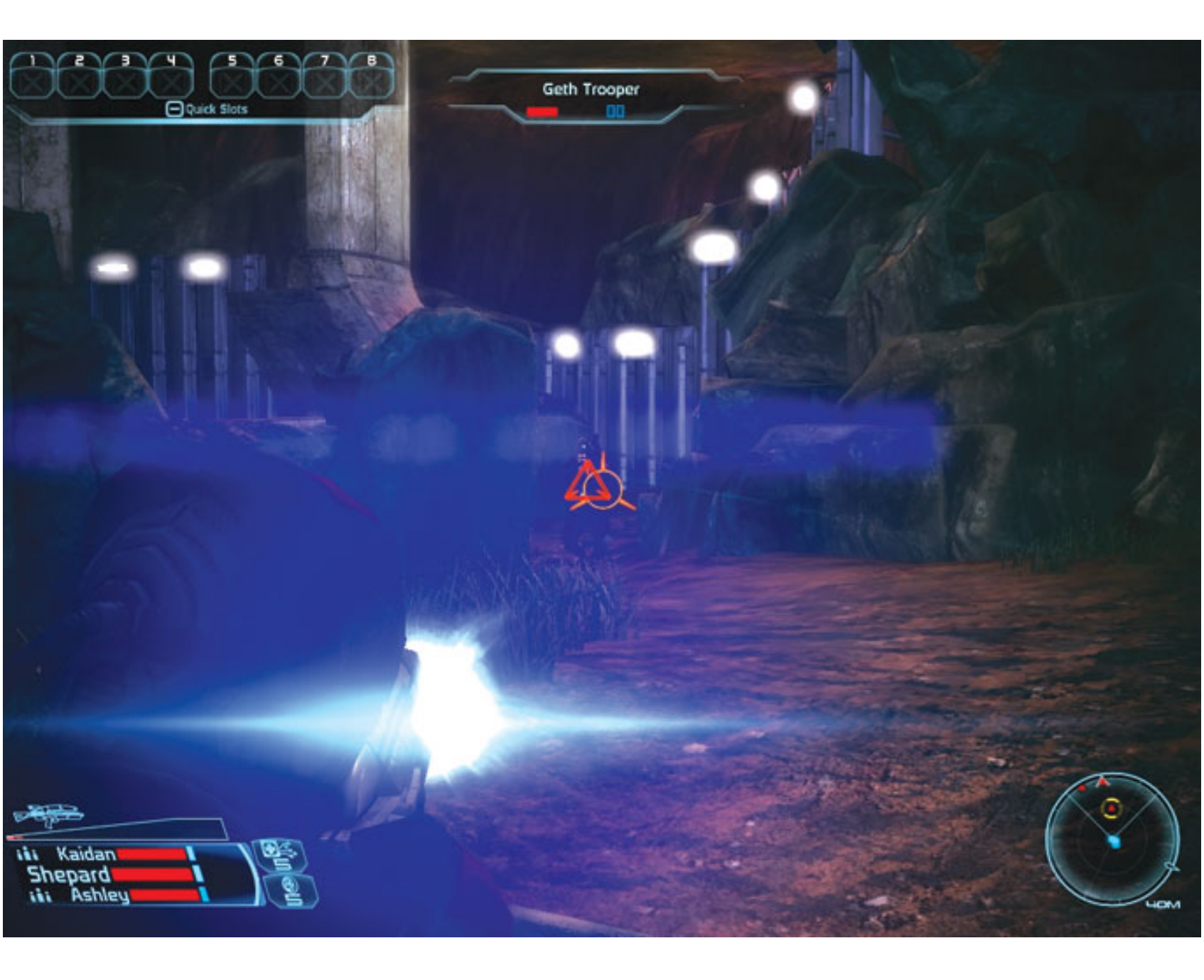
She quickly recounts the horrors of the recent geth attack and believes she's all that's left of her squad. Your dialogue choices can earn you morality points and a Codex entry.

When the chat concludes, Ashley joins your party to fill the void Jenkins left when he died.

Tip

After teaming up with Ashley, visit the Squad portion of the Mission Computer and spend Talent Points to upgrade her skills and abilities. Press [Esc] to access the Mission Computer.

The Dig Site



Continue moving northward, heading for the dig site where the beacon was unearthed by Eden Prime's researchers.

Notice several red blips on your radar: the geth are stationed all about the site, intent on keeping you at bay.

Use cover and pick your shots as you combat the geth troopers. Keep working until the dig site is secure.

Note

You can issue commands to your squad to help simplify certain battles and conduct coordinated assaults. All squad-based commands are tied to the arrow keys. Here's the rundown:

[Up] Sends your teammates moving toward whatever you're currently targeting. Useful if you want your crew to advance and flush out entrenched hostiles.

[Right] Orders your squad mates to stop moving, find cover, and hold their ground. Handy when your teammates become overzealous and advance too quickly into the fray.

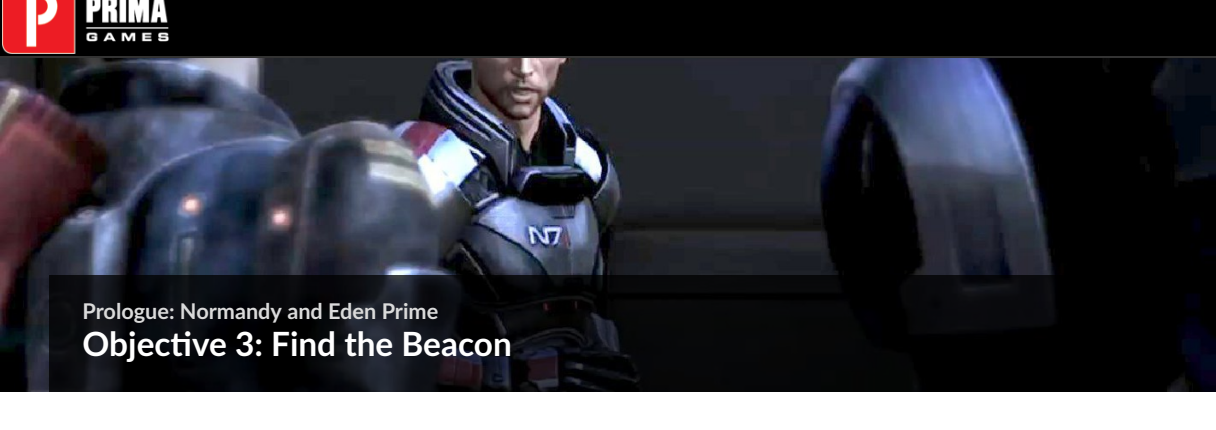
[Down] Causes your team to regroup with Shepard. Use this to bring your teammates close by to protect your position.

[Left] Commands your teammates to concentrate fire on your current target. A great way to single out and dispatch powerful enemies.

To their dismay, Shepard and company find no Prothean beacon at the dig site. It must have been moved, but to where?

Ashley suggests they continue onward in search of clues, saying there's a research camp just up the ridge ahead.

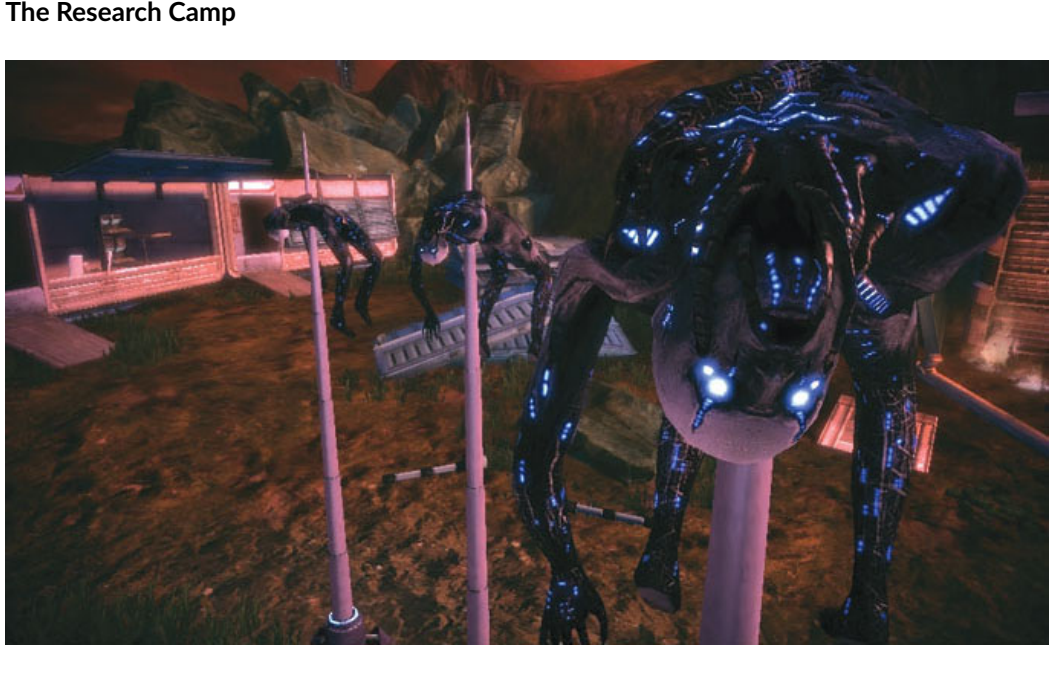
Nihlus radios in, saying he's going to check out a small spaceport farther north. Open the nearby **crate** for items and then start off toward the camp.



Prologue: Normandy and Eden Prime

Objective 3: Find the Beacon

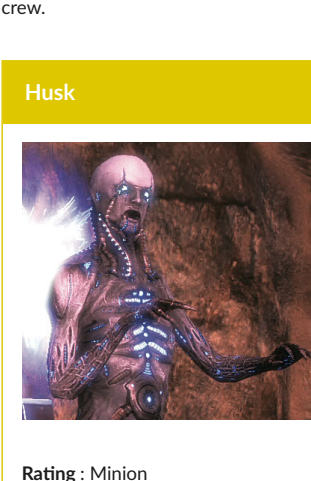
The Research Camp



Arriving at the top of the hill, the group sees the camp in utter ruin. The geth seem determined to destroy this peaceful colony, but why?

Before such questions can be posed, the team bears witness to a terrifying sight: the corpses of researches that had been impaled upon the geth's frightening spikes suddenly spring to life, roaring in unnatural agony and stalking toward Shepard's crew.

Husk



Rating : Minion

Resistances : Combat

Weakness : Biotics and Tech

Powers

- Melee Attack
- Tesla Pulse

Husks are the repurposed dead of geth enemies. They have no ranged attacks and must lumber within close quarters to assault their prey.

A husk's Tesla Pulse ability passes through cover to inflict significant damage on surrounding foes. It's therefore best to destroy husks before they can enter close range. Backpedal away from them if necessary.

Quick Slots
Husk
XP
+1
+12
342
Kaidan
Shepard
Ashley

Keep back and pelt each husk with pistol fire from afar. Should a husk draw near, switch to the assault rifle or shotgun to obliterate it in short order.

Shotguns are ideal, as they commonly knock enemies backward—perfect against such aggressive foes.

Single out one husk at a time, concentrating your fire to whittle each one down before it move within its short attack range. Use Medi-Gel to heal Shepard and crew whenever their health falls to critical levels.

Note

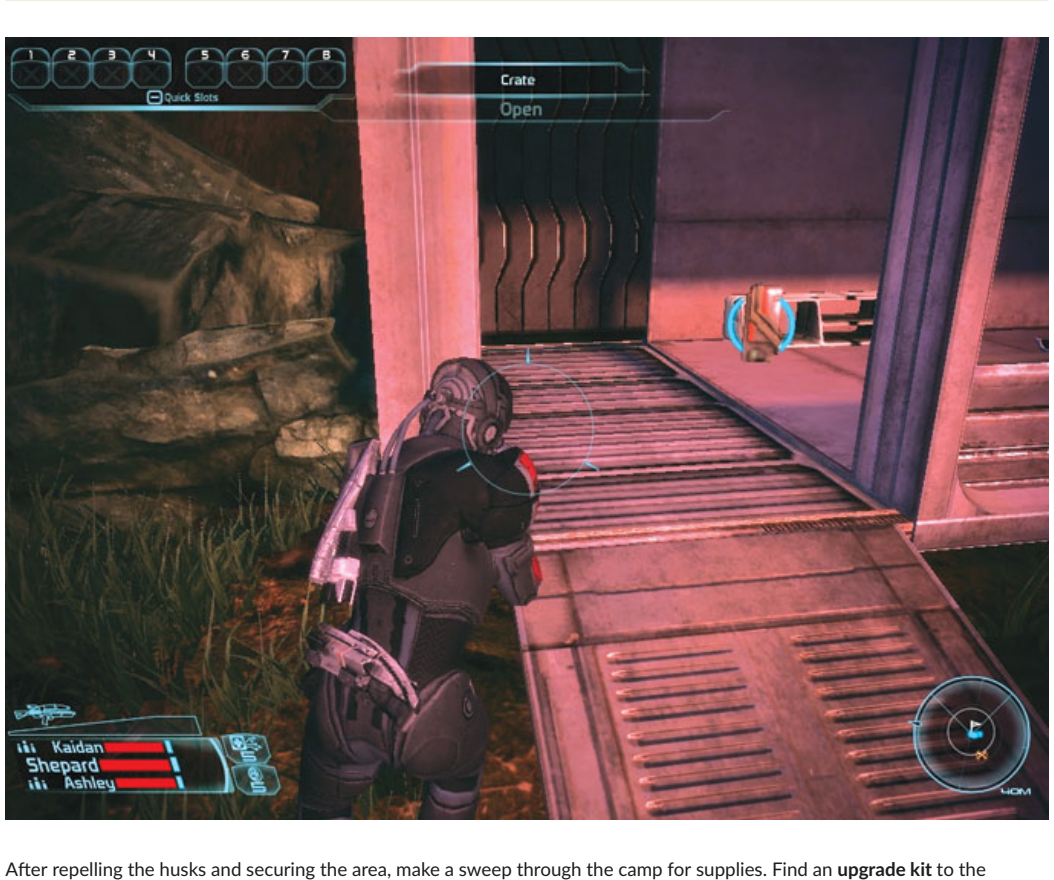
It's not the end of the world if Ashley or Kaidan fall in battle: Squad mates return to life shortly after all hostiles in the area have been slain.

Jenkins's death was simply part of the plot. He was never meant to leave Eden Prime alive.

Tip

Your team will likely level up after the husk encounter. Visit the Mission Computer and spend Talent Points to enhance their abilities.

Be sure to invest in either Charm or Intimidate so you'll be able to make special dialogue choices in conversations to come!



After repelling the husks and securing the area, make a sweep through the camp for supplies. Find an **upgrade kit** to the southwest and two **crates** within the vacant cargo bin to the north.

The neighboring cargo bin is locked and requires skill at Decryption (and a healthy amount of Omni-Gel) to open.

Note

Your ability to open locks is linked to the Decryption Talent. Whichever squad mate has the greatest skill in Decryption is the one who attempts to open the lock.

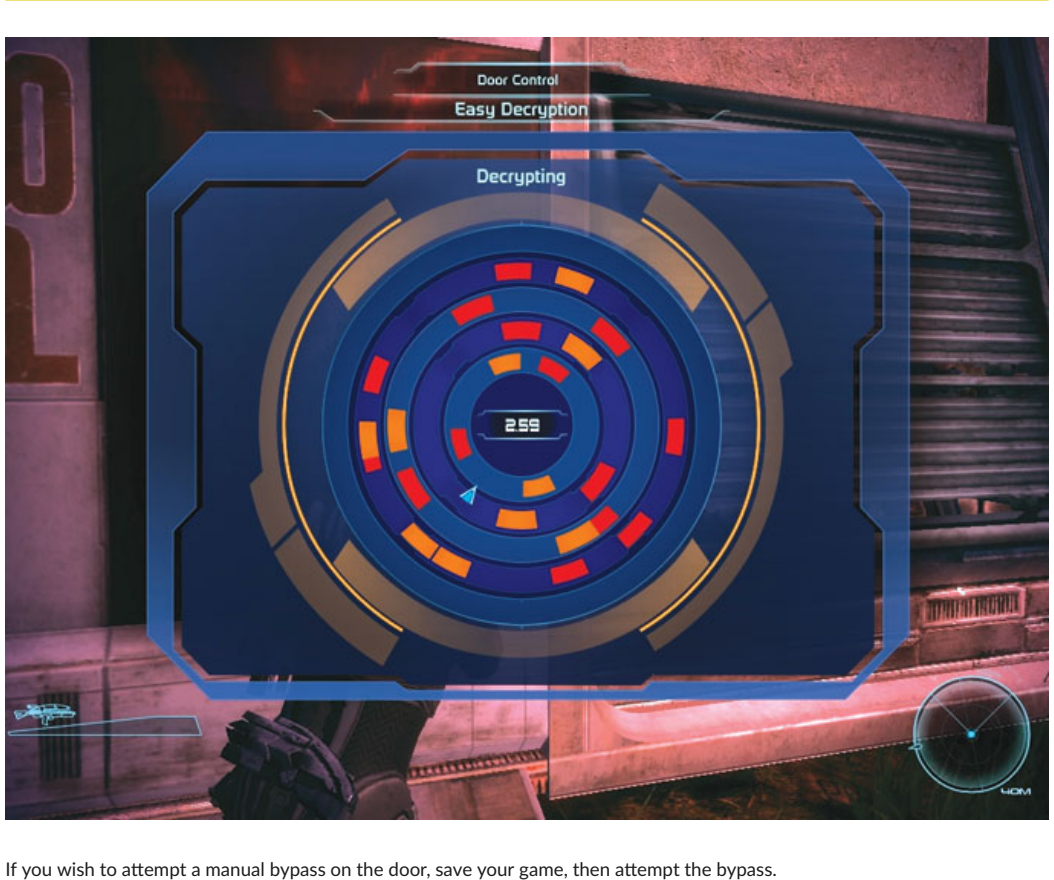
Locks are always designated as easy, normal, or hard to open. If a lock is too challenging for anyone on your team to open and an automatic Omni-Gel bypass isn't an option, the door or container cannot be unlocked.

Glossary: Omni-Gel

Omni-Gel is a multipurpose substance gained by defeating enemies. It may also be found in item-holding containers such as crates and upgrade kits.

Spare weaponry and upgrades you've acquired can also be melted down into raw Omni-Gel at the Equipment menu as well.

Your squad's ability to use Omni-Gel to open locks is tied to their Decryption Talent; the squad mate with the highest skill in Decryption is the one who makes the attempt.



If you wish to attempt a manual bypass on the door, save your game, then attempt the bypass.

Doing so initiates a brief minigame in which you must maneuver a cursor through blocks in a series of concentric rings (using the arrow keys or mouse).

Orange blocks will simply block your cursor, while hitting the moving red blocks will return the cursor to the start position.

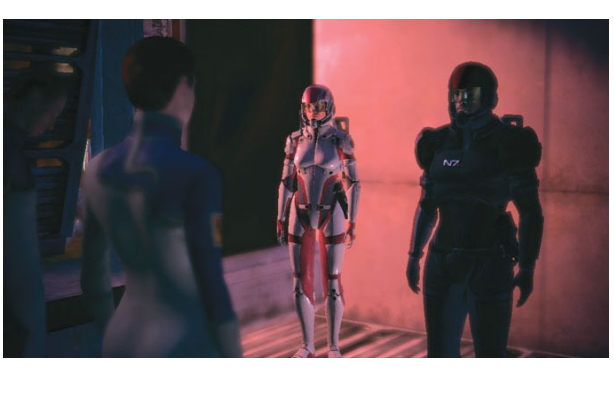
Make no mistakes to complete the manual bypass, open the lock, and gain entry. See the following sidebar for details on what you find inside.

Tip

Save your game before attempting a manual bypass on a lock. You normally can't retry if you fail, so this allows you to load your recent save and try again if your first effort is unsuccessful.

Devote a save slot to preunlock efforts, writing it over each time you encounter a locked object. Locked rooms and containers house valuable items, so open and investigate each one you find.

Research Team Survivors



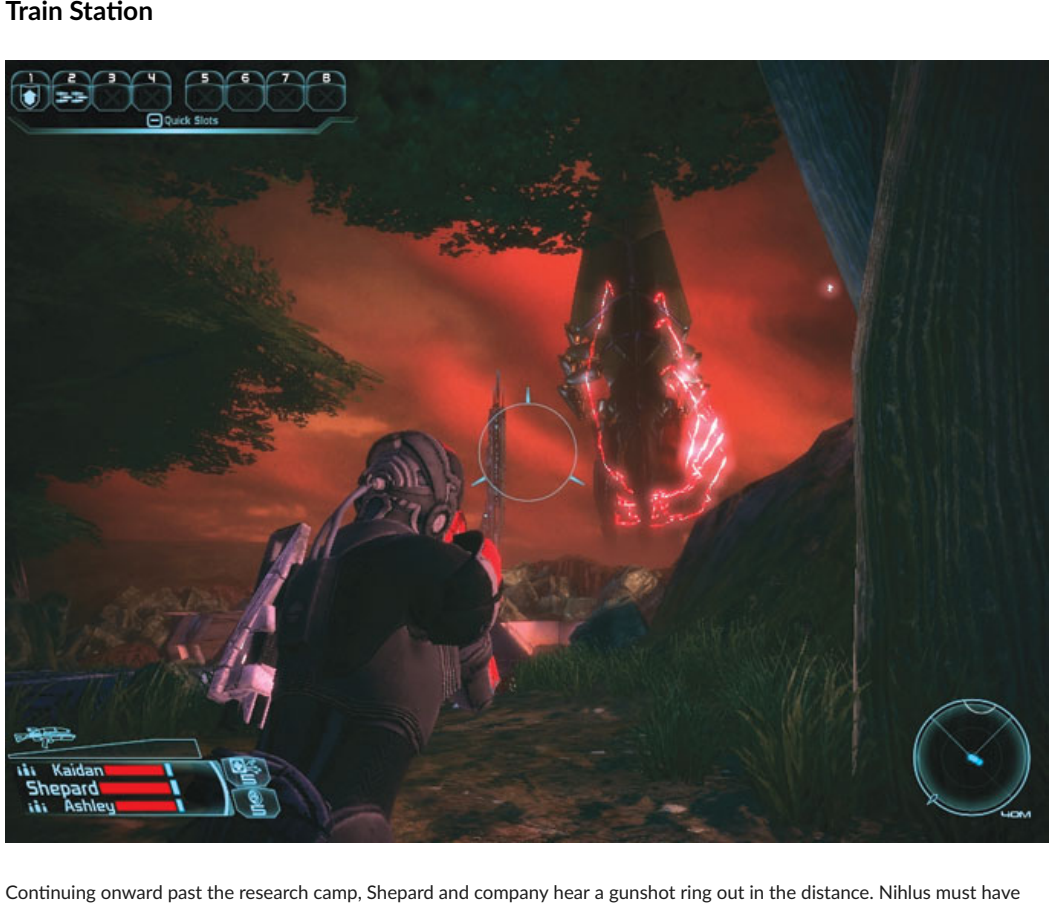
Inside the locked cargo bin near the research camp, Shepard encounters two survivors of the beacon research team: Dr. Warren and Dr. Manuel.

Chat with the bedraggled scientists for a chance at gaining valuable insight into the current situation on Eden Prime, as well as some morality points.

Nice-guy answers net you a handful of Paragon points, while choosing to shut up the hysterical Dr. Manuel in Renegade style treats you to an entertaining cutscene.

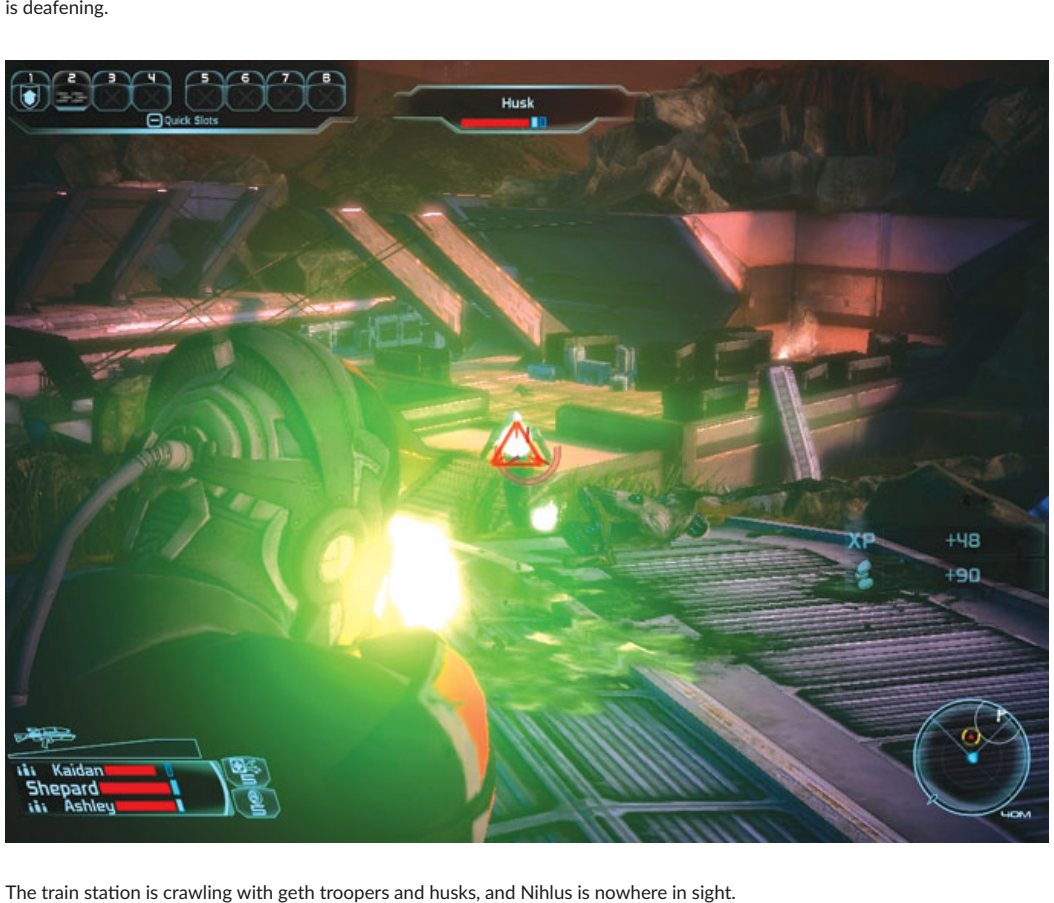
Starting the conversation with Paragon responses then shutting Dr. Manuel up toward the end lets you gain both types of morality points.

Train Station



Continuing onward past the research camp, Shepard and company hear a gunshot ring out in the distance. Nihlus must have encountered more geth at the train station ahead.

Rounding the next bend, the crew watches in awe as a massive alien warship launches up from the planet's surface. The noise is deafening.



The train station is crawling with geth troopers and husks, and Nihlus is nowhere in sight.

Take up position near the crates on the slope to your right, using the crates and the surrounding rocks as cover as you fire down on the geth at the station.

Expect the husks to rush you as before; be prepared to switch to the assault rifle or shotgun to blast them away. Hold this position until the husks stop coming, then slowly advance on the remaining troopers.

Tip

Several volatile objects called Containment Cells lie strewn about the train station.

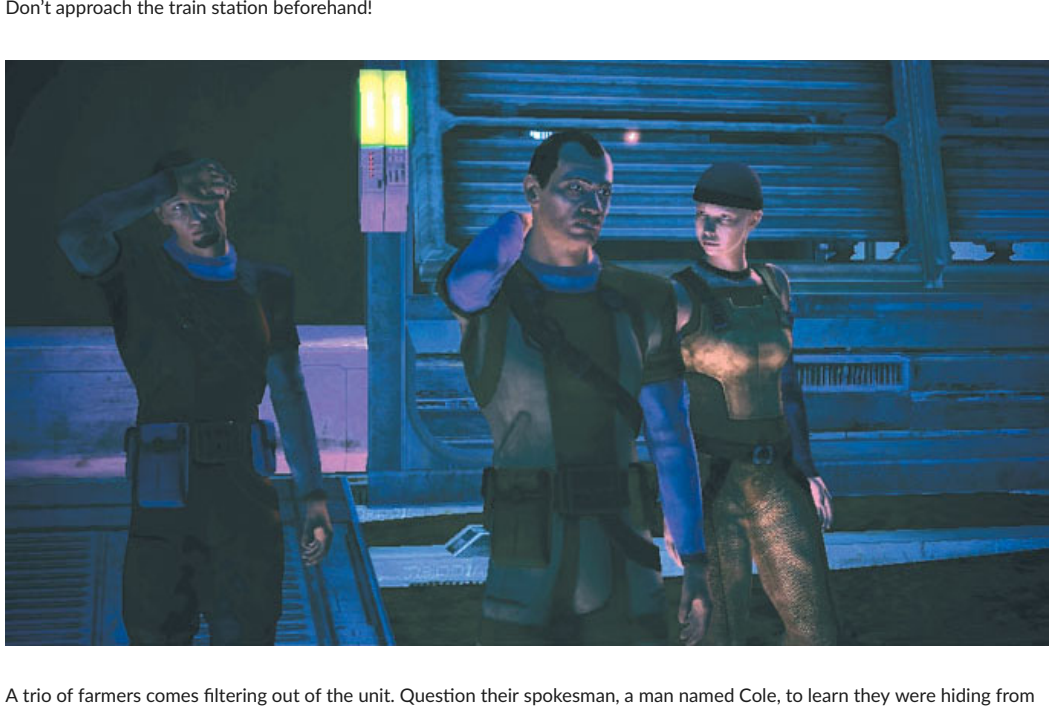
Fire on these containers to detonate them and damage anything that stands within range of the blast.

Weapons Smugglers

Quick Slots
Kaidan
Shepard
Ashley

If your squad is able to pick locks and you're in the mood for another brief (and potentially profitable) diversion, save your game and then open the locked door of the nearby cargo bin after eliminating all nearby geth.

Don't approach the train station beforehand!



A trio of farmers comes filtering out of the unit. Question their spokesman, a man named Cole, to learn they were hiding from the geth.

Cole can't offer much information, unfortunately. He and his fellows simply ran for their lives, seeking shelter the moment the attack began.

If you've been devoting Talent Points to Shepard's Charm or Intimidate skills, you're able to get a lot more out of this conversation.

It turns out the farmers were in on a little weapons-smuggling ring based out of Eden Prime's spaceport.

They were letting a group of outlaws use their storage sheds as hiding spots for their illicit cargo, and making a tidy profit in the process.

If your next set of dialogue options features blue or red choice lines, pick one of those to employ either a Charm (blue) or Intimidate (red) persuasion on Cole.

Doing so earns you an extra upgrade item in addition to the pistol Cole was already prepared to hand over.

Note

Whenever you have a chance to persuade a character, you'll see dialogue choices in special coloring. Blue responses always indicate a Charm persuade, while red ones denote an Intimidate response.

Choices that appear dark gray are persuade options that you're currently unable to attempt due to a lack of Charm or Intimidate Talent.

Some persuasions may be too difficult to attempt on your first run through the game if you didn't make all the right choices.

However, you can get every persuade/intimidate option in the first playthrough, if you do things correctly.

If you've got the talent, Charm or Intimidate Cole on your next opportunity to learn the name of his contact at the spaceport: a man named Powell.

You can't shake any more goods or information out of poor old Cole, so leave him to collect the shattered pieces of his life.

Note

You gain a few morality points if you were able to successfully persuade Cole; the points you get depend on the type of persuades you used.

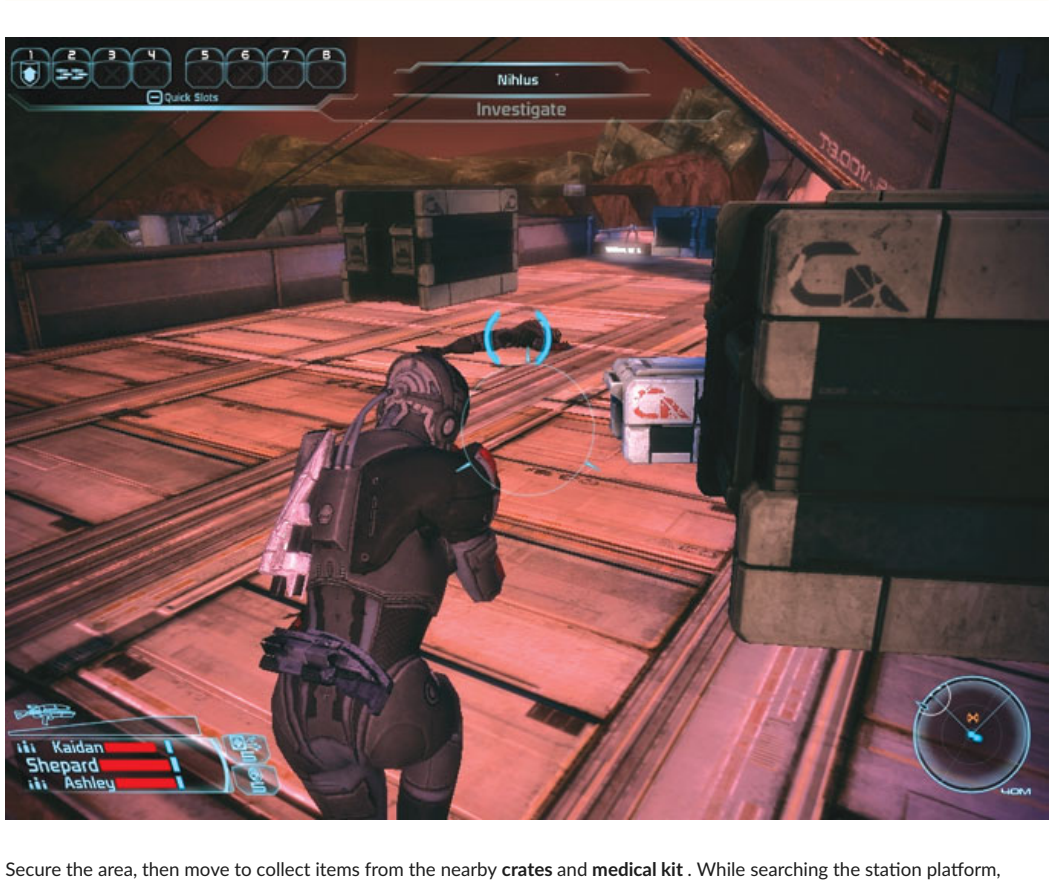
Charm persuades net you Paragon points, while Intimidate persuades gain you points in Renegade. This is a common occurrence when using persuades.

In this fashion, morality points and persuades go hand in hand: you need points to advance in the skills, and using the skills nets you more points.

Note

Some of the largest morality point payouts in Mass Effect come from using persuades at critical moments. It doesn't matter if you utilize Charm or Intimidate: the basic outcome of a persuade is always the same.

The only difference is found in the dialogue; the verbiage changes to fit with the spirit of the conversation.

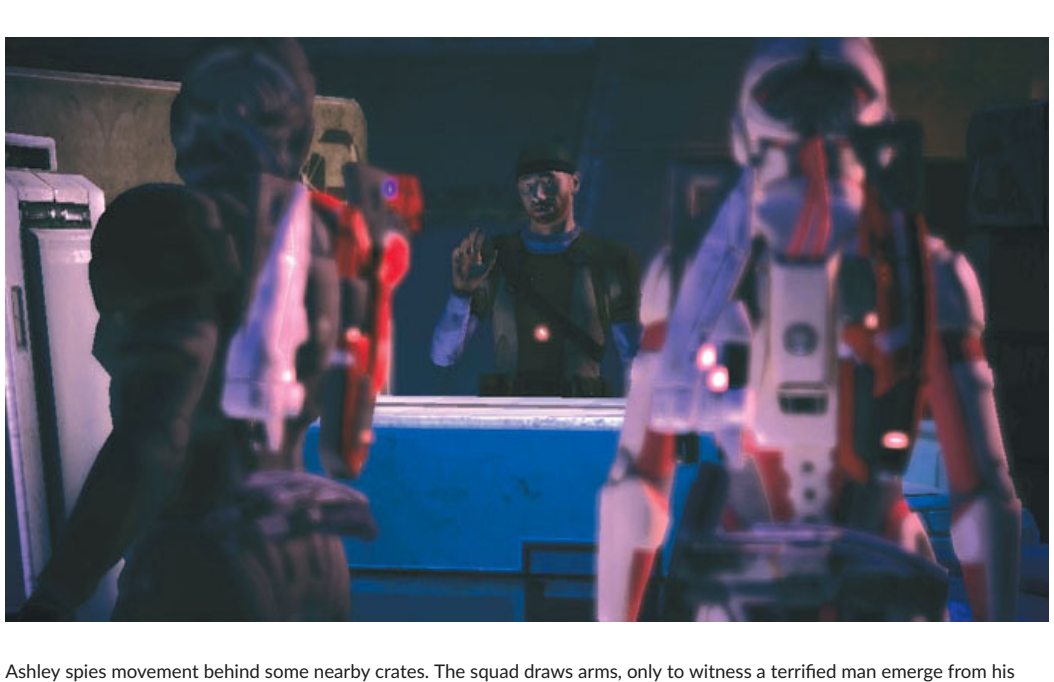


Secure the area, then move to collect items from the nearby **crates** and **medical kit** . While searching the station platform, Shepard finds Nihlus's lifeless body lying on the ground.

The noble Spectre has apparently fallen victim to the geth's superior numbers. There's no time to mourn his loss, however. The mission must go on as planned.

Tip

Don't miss the **upgrade kit** hidden behind the flames at the rear of the platform. Move just close enough to open the kit and claim its contents, then quickly retreat before suffering damage.



Ashley spies movement behind some nearby crates. The squad draws arms, only to witness a terrified man emerge from his hiding spot. Seeing that the man poses no threat, Shepard lowers his gun.

The man introduces himself as Powell and says he had been hiding from the geth ever since the attack began. He goes on to say he witnessed Nihlus's death at the hands of another turian who has just left the station.

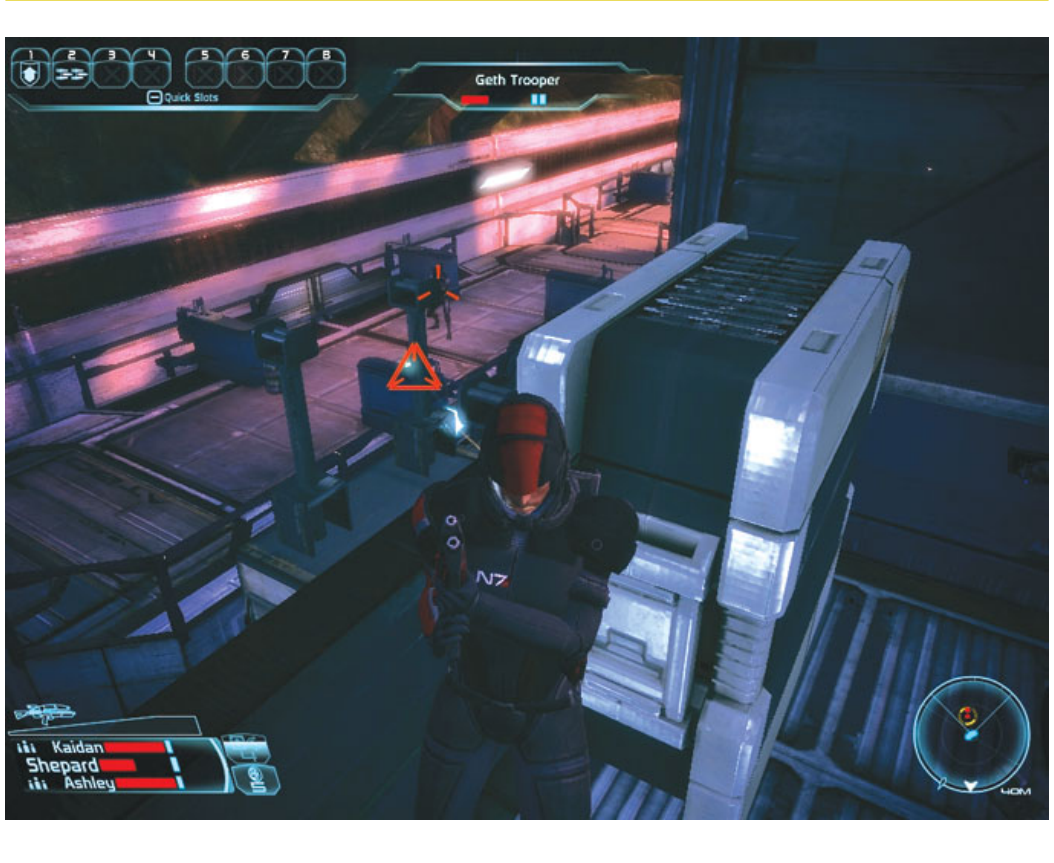
Question Powell to learn that the other turian's name is Saren, and that the two seemed to have known each other.

He goes on to say that Saren has boarded a cargo train and is headed to a nearby spaceport, where the beacon is located. Shaken, Powell departs when the conversation draws to a close.

Note

If you were able to open the previous cargo bin and persuade Cole at both opportunities, you can interrogate Powell about his role in the smuggling ring.

This nets you an easy stash of grenades. Persuade Powell a second time if you can to gain a special grenade upgrade, as well as a few more morality points. See how much those persuade talents pay off?



Continue northward to the boarding platform. Many more geth troopers are stationed along the platform and its access ramps. They're intent on keeping you from reaching the spaceport.

One of these enemies is a formidable **geth destroyer** , so make sure to utilize cover and employ sound combat tactics as you press toward the cargo train.

Eliminate all resistance, open the **medical kit** on the boarding platform for some Medi-Gel, and activate the **train controls** at the platform's east end to speed off toward the spaceport.

Caution

Geth destroyers periodically fire potent red blasts that inflict tremendous damage on impact. This offensive ability is called Carnage.

Duck behind cover whenever you see a bright red Carnage blast headed your way, then quickly retaliate before another is launched.

The Tactics HUD

By this point, Shepard is likely to have acquired some useful combat abilities. Press and hold [Spacebar] to pause the action and bring up the Tactics HUD.

Mouse over the icons representing the abilities known to Shepard and his team to bring up info on them. Click an icon to select the power for activation.

The character will use the power as soon as you release [Spacebar] to return to the action.

You can also map Shepard's abilities to the number keys by clicking and dragging Shepard's ability icons to the Quick Slots bar in the upper left corner of the screen.

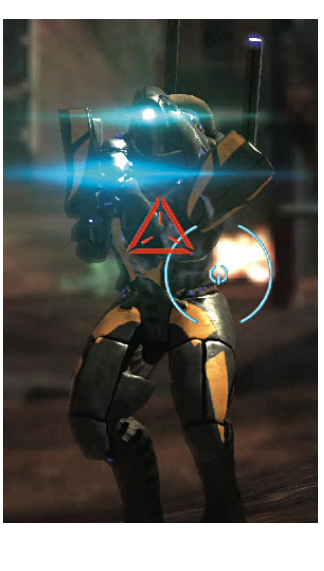
During combat, press the number key that corresponds to an ability's Quick Slot to use that ability without having to bring up the Tactics HUD.

As with Medi-Gel, all squad powers require a cooldown period after each use. Bring up the Tactics HUD to see which powers are currently in a cooldown state (indicated by a darkened icon).

If you're playing a default Shepard with the Soldier specialization, you have access to the Adrenaline Burst ability, which causes all powers in a cooldown state to instantly recharge, including your Medi-Gel.

Use this valuable ability after unleashing a series of powers to quickly ready them for a second go.

Geth Destroyer



Rating : Elite

Resistances : Combat

Weakness : Tech

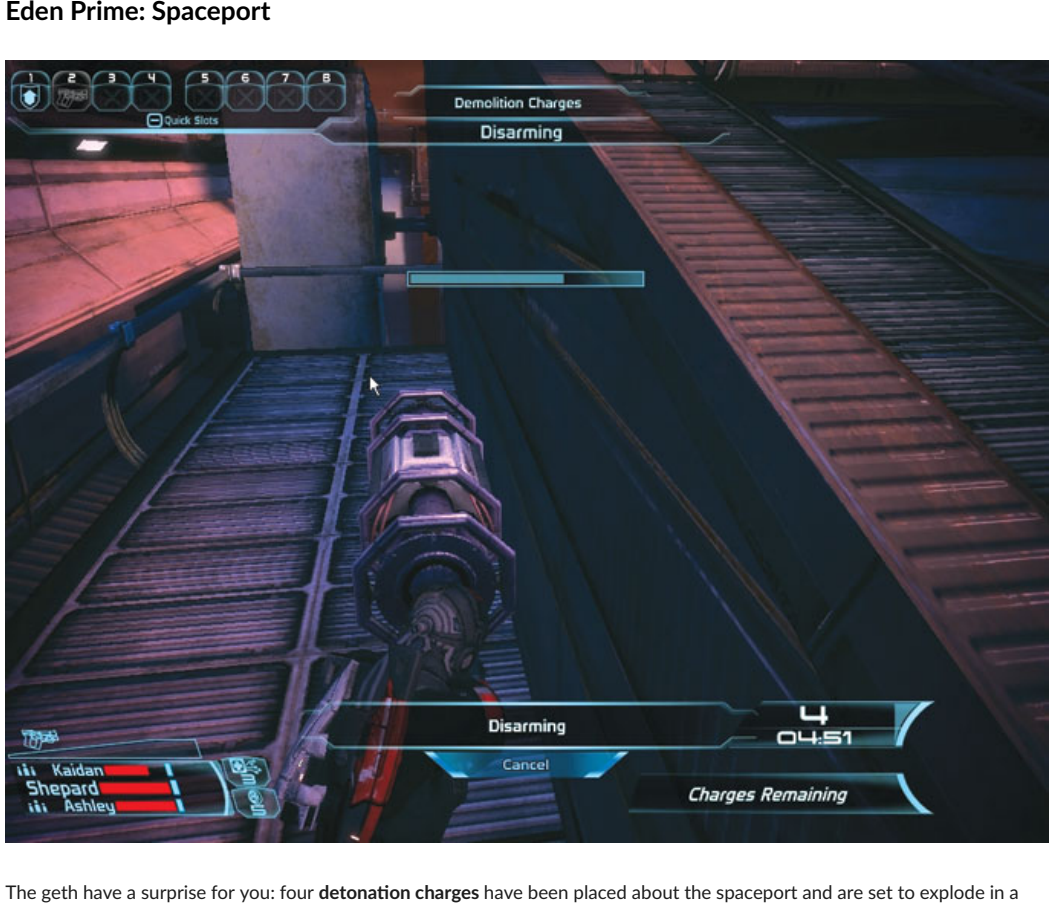
Powers

- Carnage
- Charge
- Melee Attack

Destroyers are heavily-armored warriors. Their primary role in combat is to rush and eliminate entrenched troops, and their ample shielding allows them to do just that.

They are lethal at close combat and their Carnage ability makes them a threat from range as well. It's best to concentrate fire on destroyers, dropping them before they're able to close in.

Eden Prime: Spaceport



The geth have a surprise for you: four **detonation charges** have been placed about the spaceport and are set to explode in a few minutes (indicated by the timer that appears onscreen).

It takes only six seconds to disarm a charge, but the surrounding geth troopers aren't going to make reaching them easy.

Begin by moving to disarm the charge to the left of the spaceport's boarding platform the moment you step off the train.

Tip

Check the spaceport map near the start of this walkthrough segment to see where all four detonation charges lie.

Tip

If you fall under heavy fire while disarming a charge, click the cancel button at the bottom of the screen to quit the attempt so you may defend yourself.

Quick Slots
Geth Trooper
3
04:20
Charges Remaining
Kaidan
Shepard
Ashley

After disarming the first charge, scale a nearby ramp to reach higher ground. The geth are stationed along the walkways to the north.

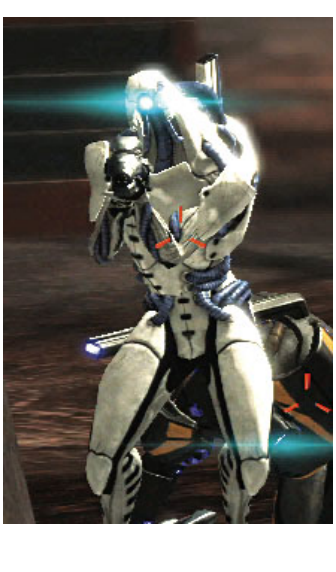
Do your best to avoid incoming fire as you move to a defensive position. You face a new breed of synthetic enemy at the spaceport: geth **shock troopers** .

These dangerous adversaries are capable of firing potent Carnage blasts like the geth destroyer, so be on guard.

Note

Shock troopers occasionally erect small kinetic barriers to use as cover when moving along open ground. These barriers can be destroyed by sustained fire.

Geth Shock Trooper



Rating : Elite

Resistance : None

Weakness : None

Powers:

- Carnage
- Geth Barrier
- Shield Boost

Shock troopers are advanced foot soldiers. They sport better armor and more shields than regular geth troopers, and they can erect kinetic barriers to create cover in open ground.

Shock troopers are also capable of inflicting heavy damage from afar with their Carnage ability. Beware of this attack while combating these worthy foes.

Quick Slots
Demolition Charges
Disarming
Disarming
Cancel
3
01:30
Charges Remaining
Kaidan
Shepard
Ashley

Work at securing the spaceport's east side so you may disarm the detonation charges without fear of being fired upon.

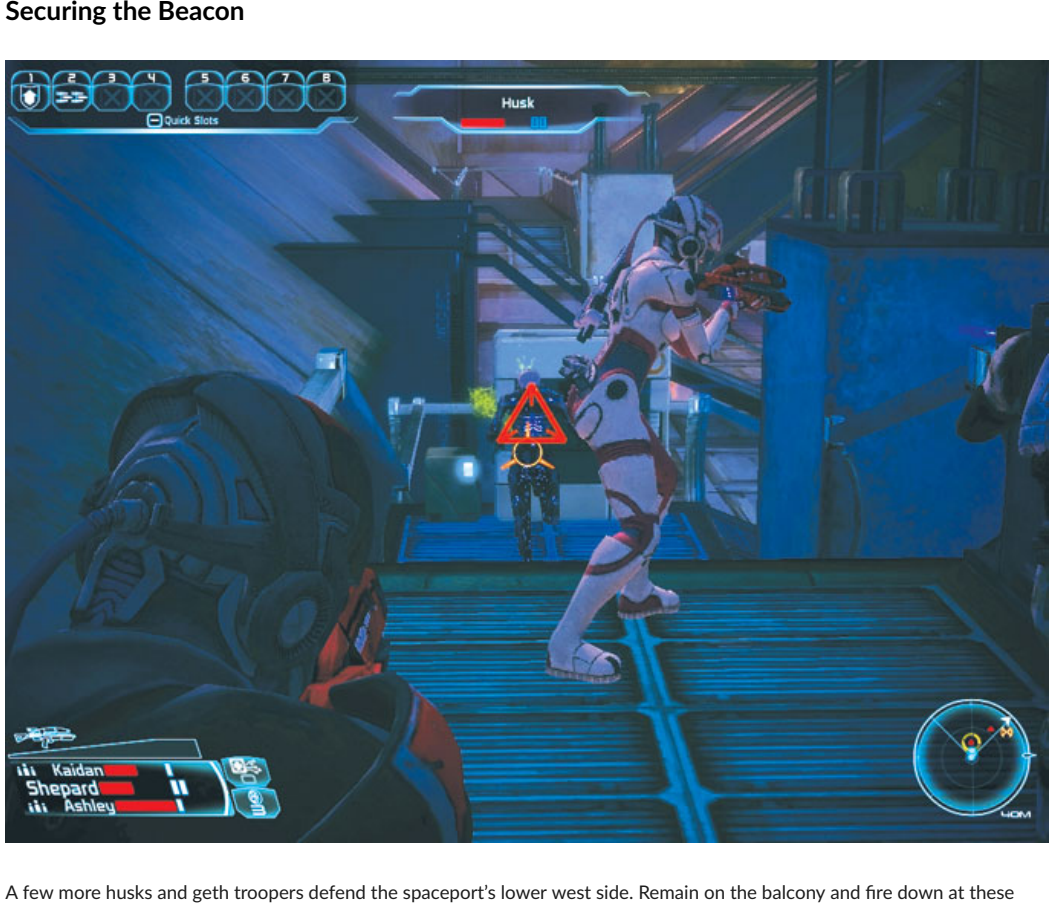
Use your radar to track the geth forces in the vicinity and disarm the charges as soon as it's safe to do so. Disabling all four charges ends the immediate threat.

Proceed to the west side of the area afterward to combat the remaining hostiles.

Tip

Don't miss the crate near the northern ramp that leads down toward the west half of the spaceport.

Securing the Beacon

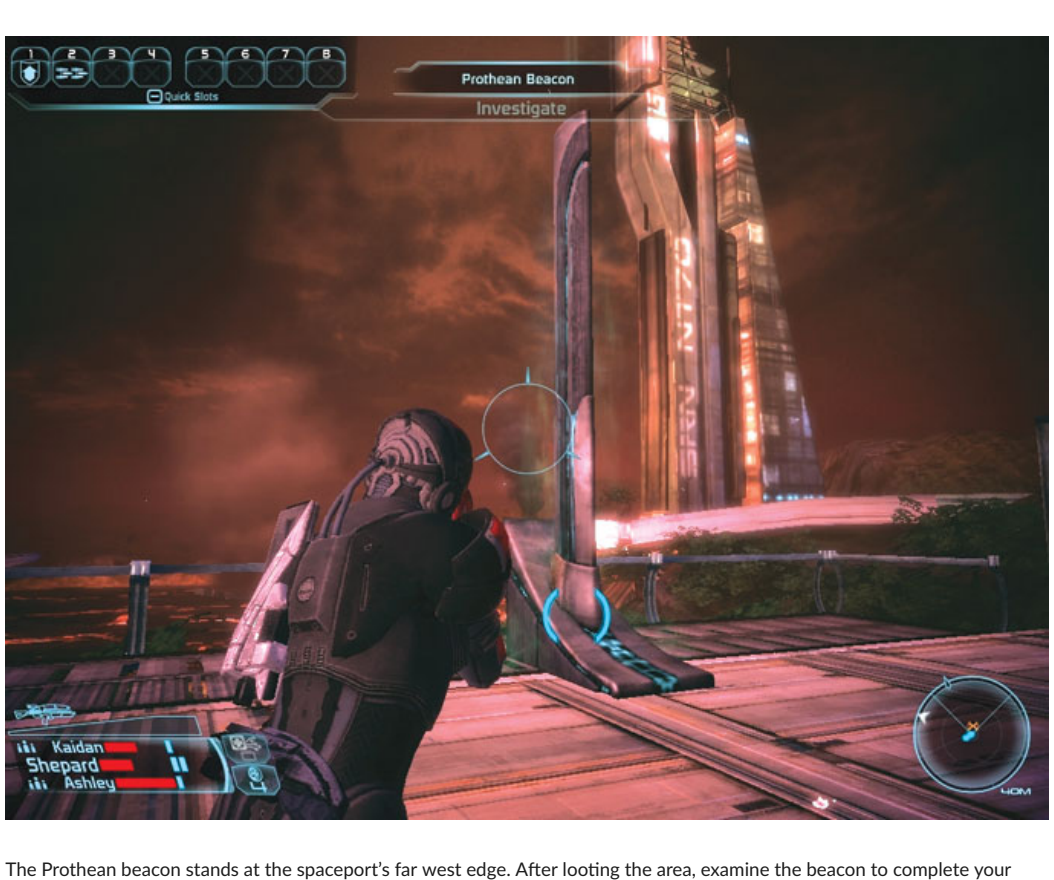


A few more husks and geth troopers defend the spaceport's lower west side. Remain on the balcony and fire down at these foes, blasting apart each husk that runs up the ramp.

When the husks stop coming, concentrate fire on the troopers to safely secure the area. Then move down the ramp to explore the rest of the spaceport.

Tip

Find four item-holding containers around the spaceport's west half and open each one for goodies.

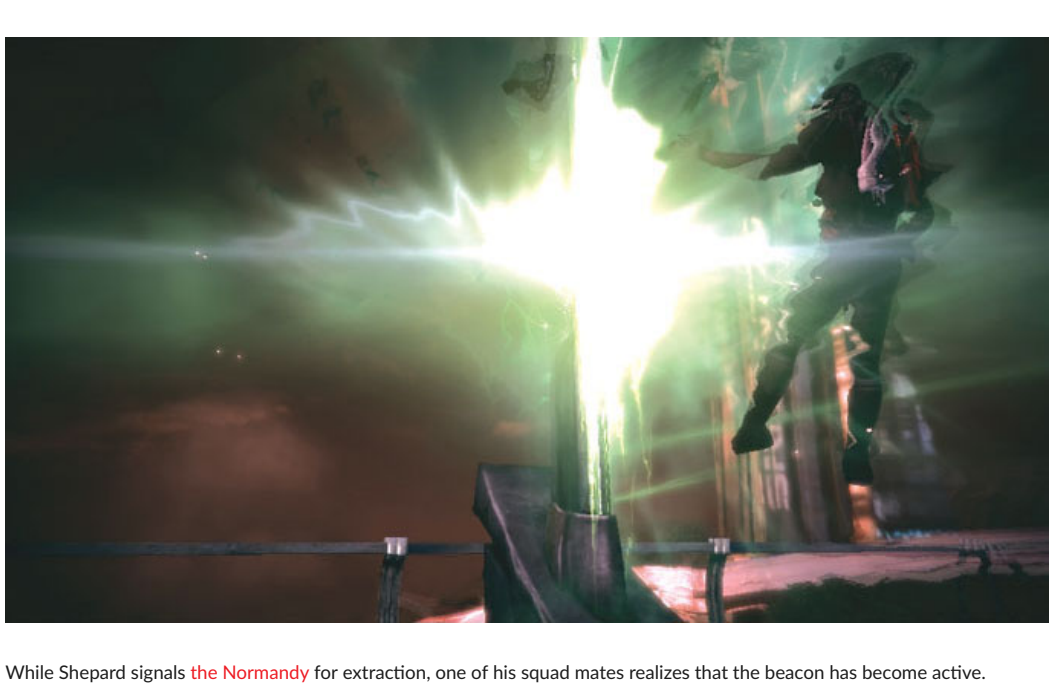


The Prothean beacon stands at the spaceport's far west edge. After looting the area, examine the beacon to complete your primary objective.

Caution

After you interact with the beacon, you cross an important threshold in Mass Effect.

From this point forward, altering the difficulty level through the Options menu ruins your chances of earning Achievements tied to gameplay difficulty. You've been warned!



While Shepard signals the Normandy for extraction, one of his squad mates realizes that the beacon has become active.

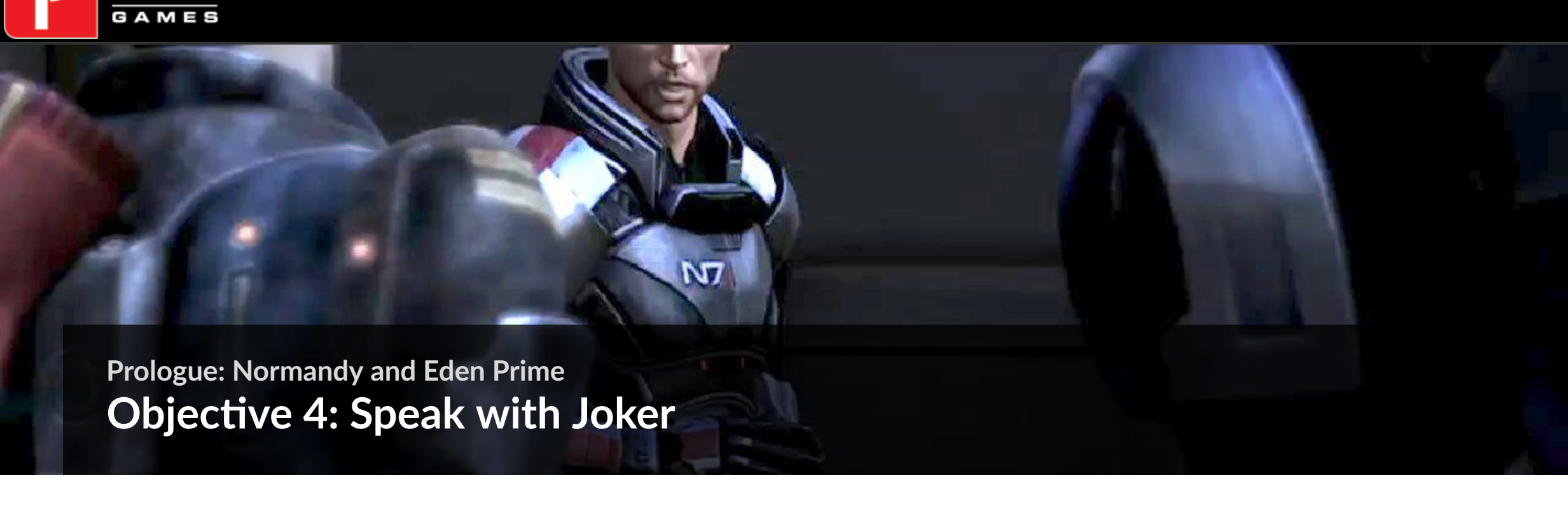
Without warning, the alien device flashes with power and begins drawing the team member toward it. Shepard rushes to help, only to become trapped by the beacon's power instead.

The commander is quickly lifted into the air as the alien beacon ushers a torrent of incomprehensible images into Shepard's brain.

When the transfer is complete, Shepard is thrown backward as the beacon explodes in a violent flash of raw energy. The commander lies unconscious while Kaidan and Ashley call for help.

Achievement Unlocked:

Distinguished Service Medal



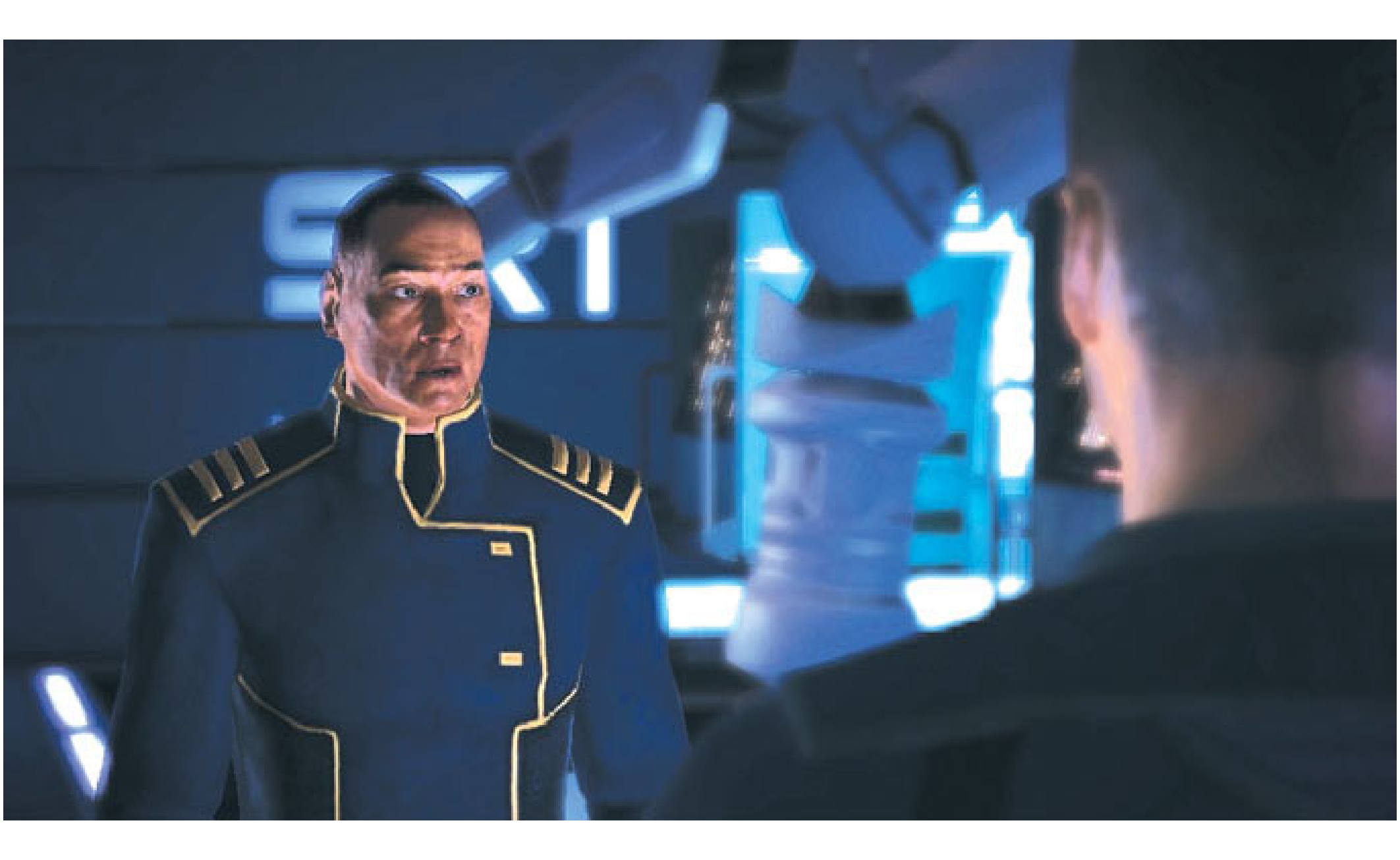
Prologue: Normandy and Eden Prime

Objective 4: Speak with Joker

Back Aboard the Normandy

Shepard awakens inside the Normandy's medical bay, none the worse for wear. Doctor Chakwas stands nearby, recounting what happened on the planet's surface.

Apparently, the beacon has been largely destroyed after the blast that knocked Shepard cold. The commander is still quite shaken by the images projected by the ancient device.



Captain Anderson soon enters the medical bay and asks to speak with Shepard alone. Converse with the captain to learn that Ashley has been reassigned to the Normandy crew.

Anderson goes on to say that the Council will surely want answers for the Eden Prime debacle. Nihlus is dead and the beacon lies in ruins.

Worse, Saren— the turian who allegedly murdered Nihlus—is another Spectre: one of the most powerful and respected Spectres ever appointed by the Council.

If he has truly sided with the geth, things are sure to become far more difficult.

When questioned by the captain, Shepard admits that the beacon issued forth some kind of strange vision just before it exploded.

The captain becomes alarmed when his commander recounts the images: synthetic creatures ripping apart humanity.

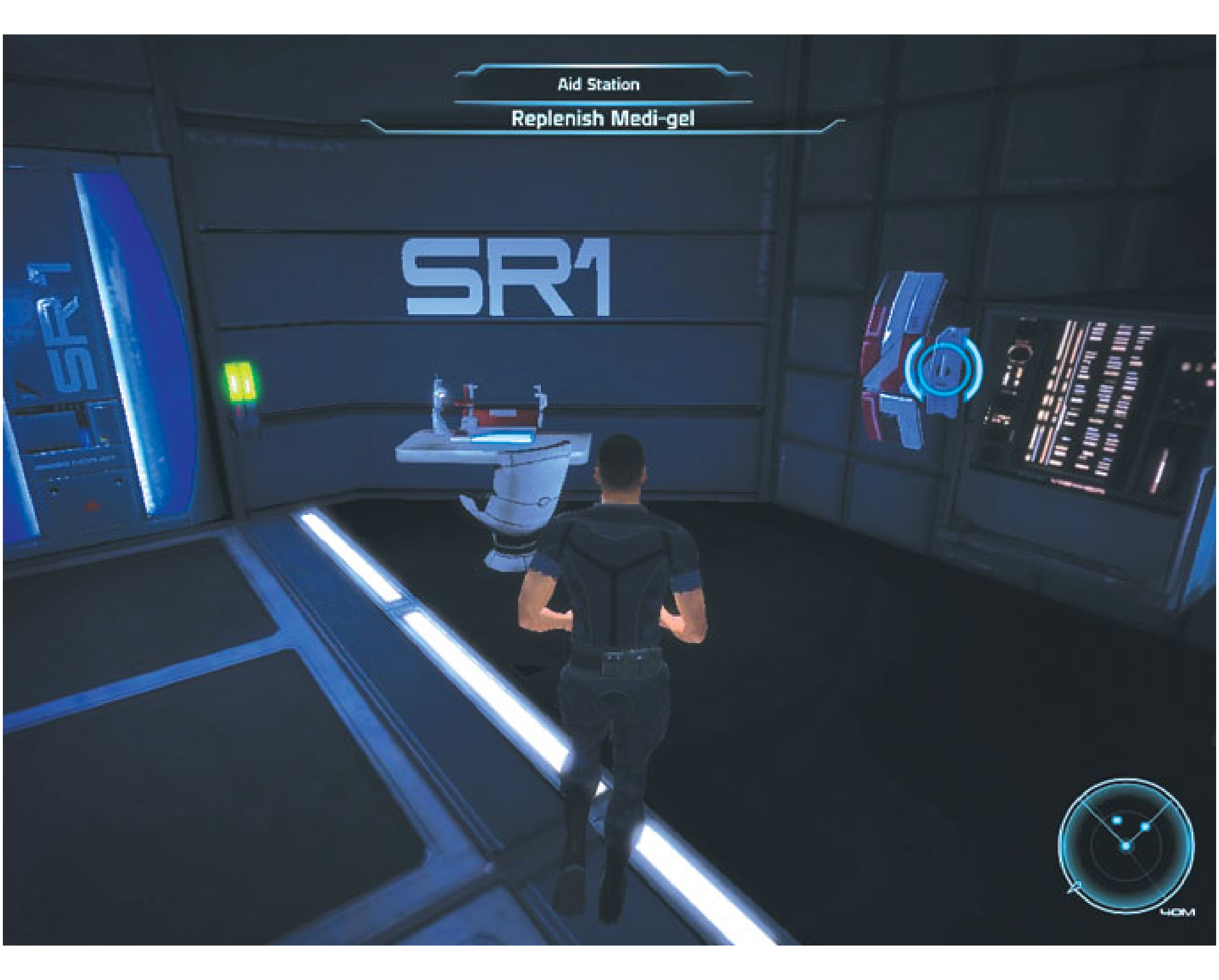
Though vague, this troublesome vision must be brought to the Council's attention. Saren despises humankind and may have sided with the geth to gain enough power to exterminate the entire human race.

The Council must be made to believe these strange warnings, but it won't be easy. Saren is a Spectre; he operates above the law.

Captain Anderson decides to contact the human ambassador at the Citadel to update him on the current situation.

He orders Shepard to speak with Joker on the bridge and bring the Normandy into dock at Citadel Station.

Normandy: Quarters



You're now free to explore all three decks of the Normandy.

Such exploration is completely optional, but you'll miss out on a number of interesting conversations and several new Codex entries if you decide not to have a look around.

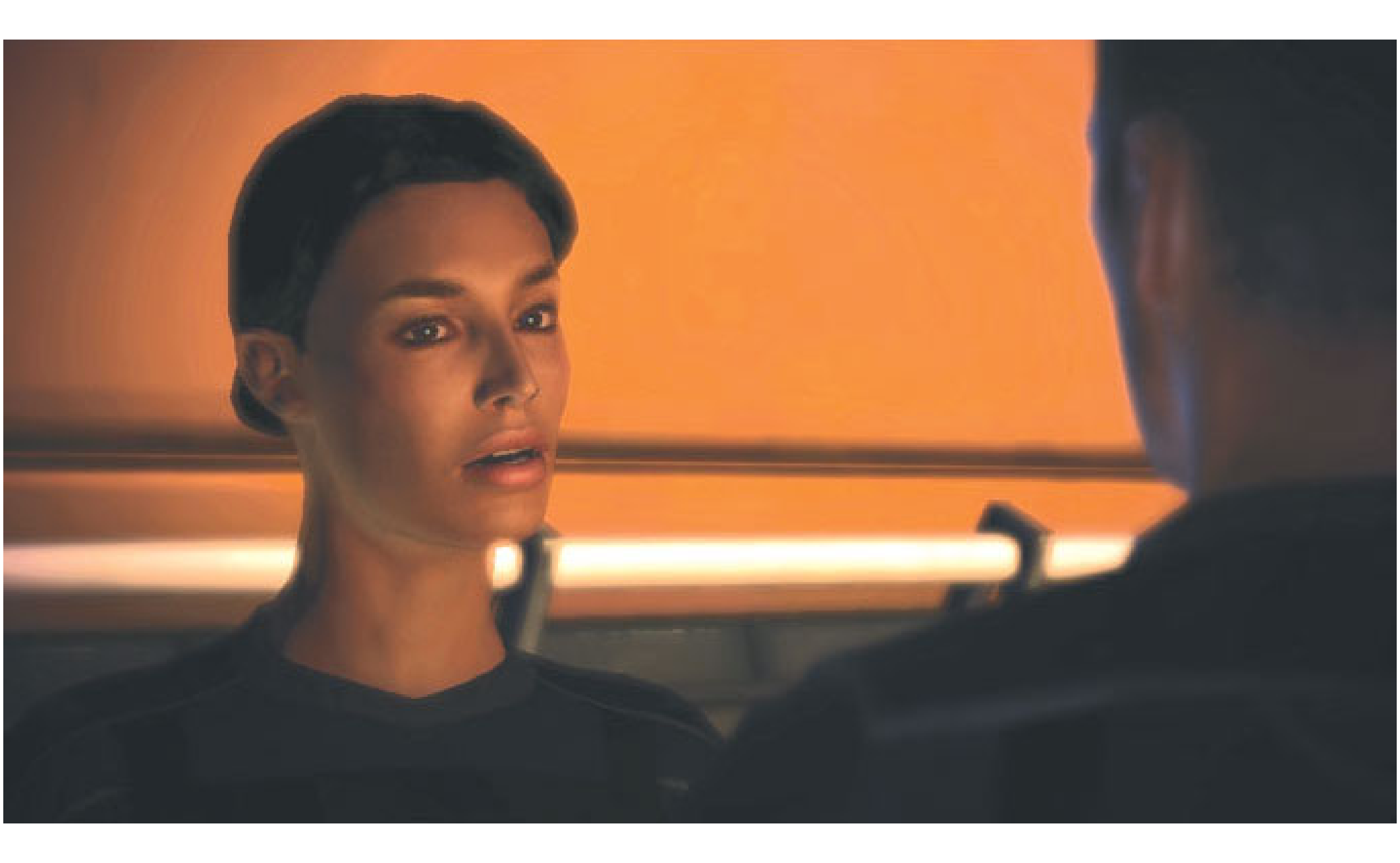
Because you're already at the quarters deck, let's begin with the **aid station** on the nearby wall of the medical bay. Examine the aid station to restock your Medi-Gel supply and acquire a new primary Codex entry.

Note

Want to get a move on? Simply head upstairs to the command deck level and speak with Joker at the bridge to order the Normandy into dock.

Note

Codex entries acquired through investigation are labeled on this guide's maps.



Ashley stands just outside the medical bay. Speak with her to discuss her recent promotion to the Normandy crew. The dialogue choices you make can earn you a few more morality points, so be sure to explore all options.

Note

If you were harsh on Ashley down on the surface, now's your chance to make up for it with an apology. Doing so wipes the slate, allowing you to create a much closer bond with the young officer in the futureÉ

Not far from Ashley, Doctor Chakwas is found leaning against a wall near some storage lockers.

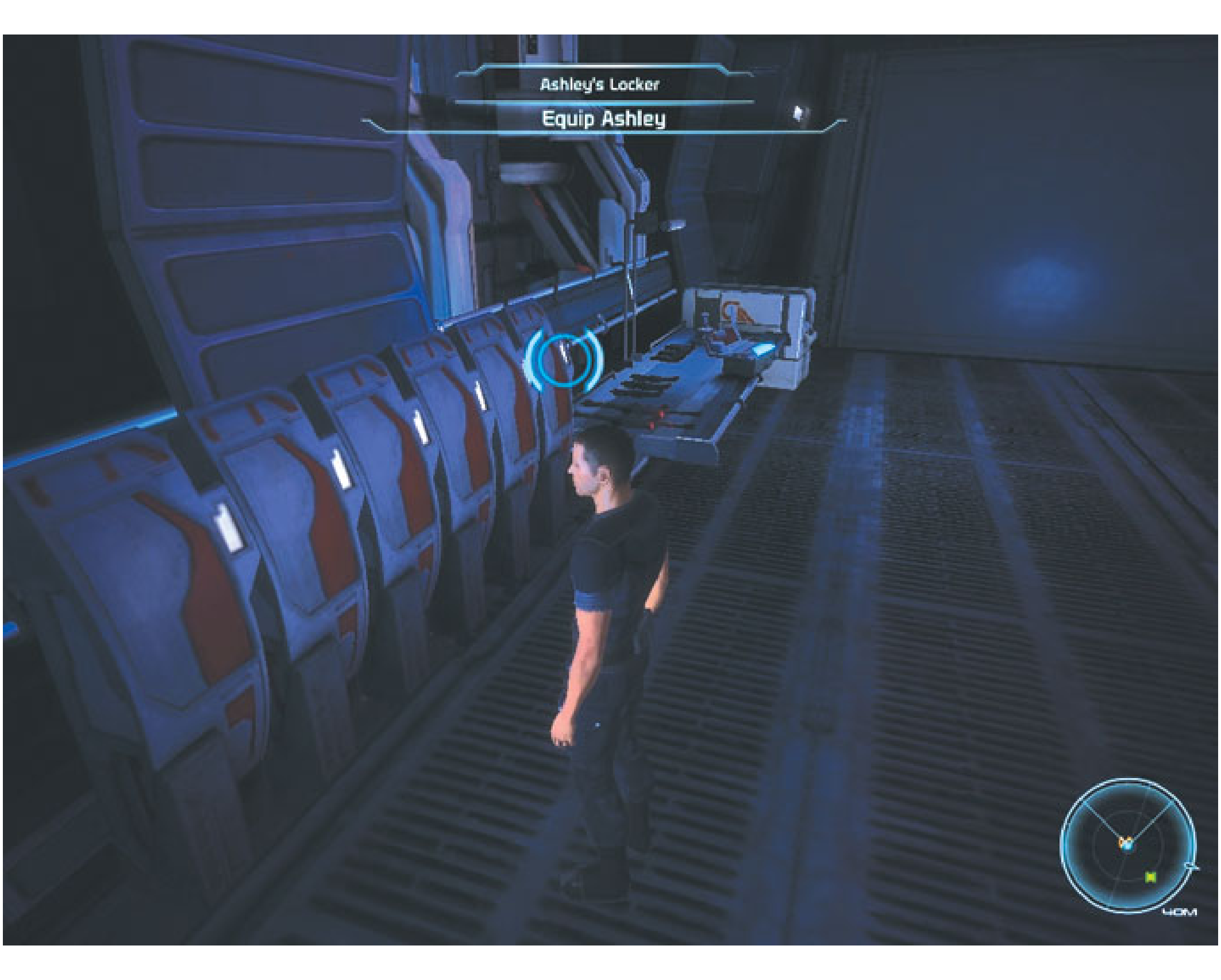
Investigate all avenues of the dialogue to learn more about the good doctor's past, gaining her personal insights on Captain Anderson and your squad mate, Kaidan.

Doing so also nets you two more Codex files, and you can gain one more by examining Shepard's personal **locker** , which stands against the nearby wall.

Note

If you're playing a female Shepard, you can have a brief dialogue with Kaidan as well. Kaidan and Ashley's locations are also reversed when playing a female Shepard.

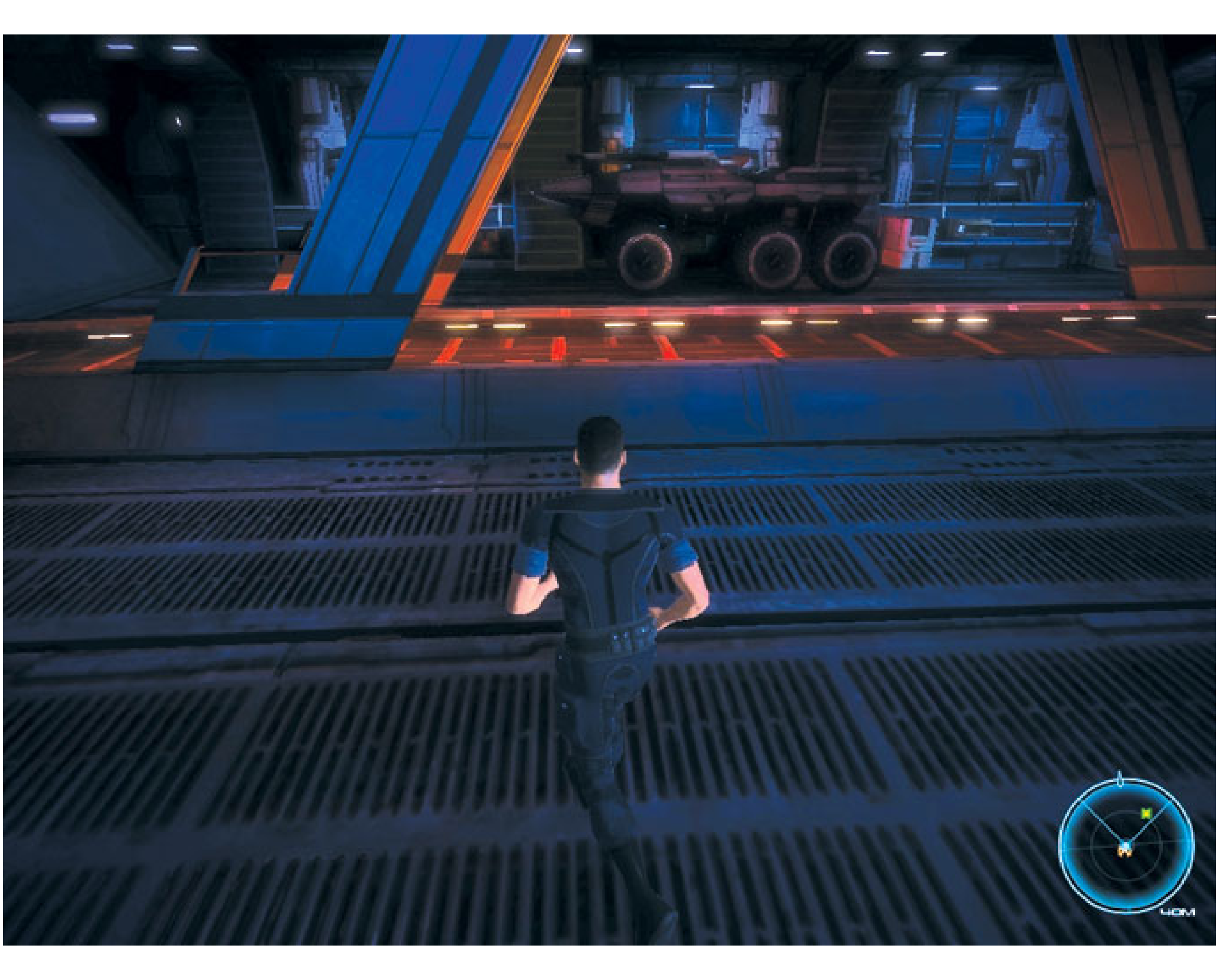
Normandy: Engineering



There isn't much else to see or do on the quarters deck, so take the elevator down to engineering.

You arrive at the vehicle bay: Here you may examine your squad's lockers and outfit any member of your crew with new weaponry and gear you've obtained.

Spend a moment outfitting Shepard, Kaidan, and Ashley with the best equipment you have.



Next, approach the burly **M35 Mako** that's parked nearby. Examine this vehicle to gain a new entry for your primary Codex. The Mako looks incredible; perhaps you'll be able to drive it someday.

Not far from the Mako stands an Alliance Requisitions Officer. This fellow offers to sell you goods he's purchased with his own credits at a fair price.

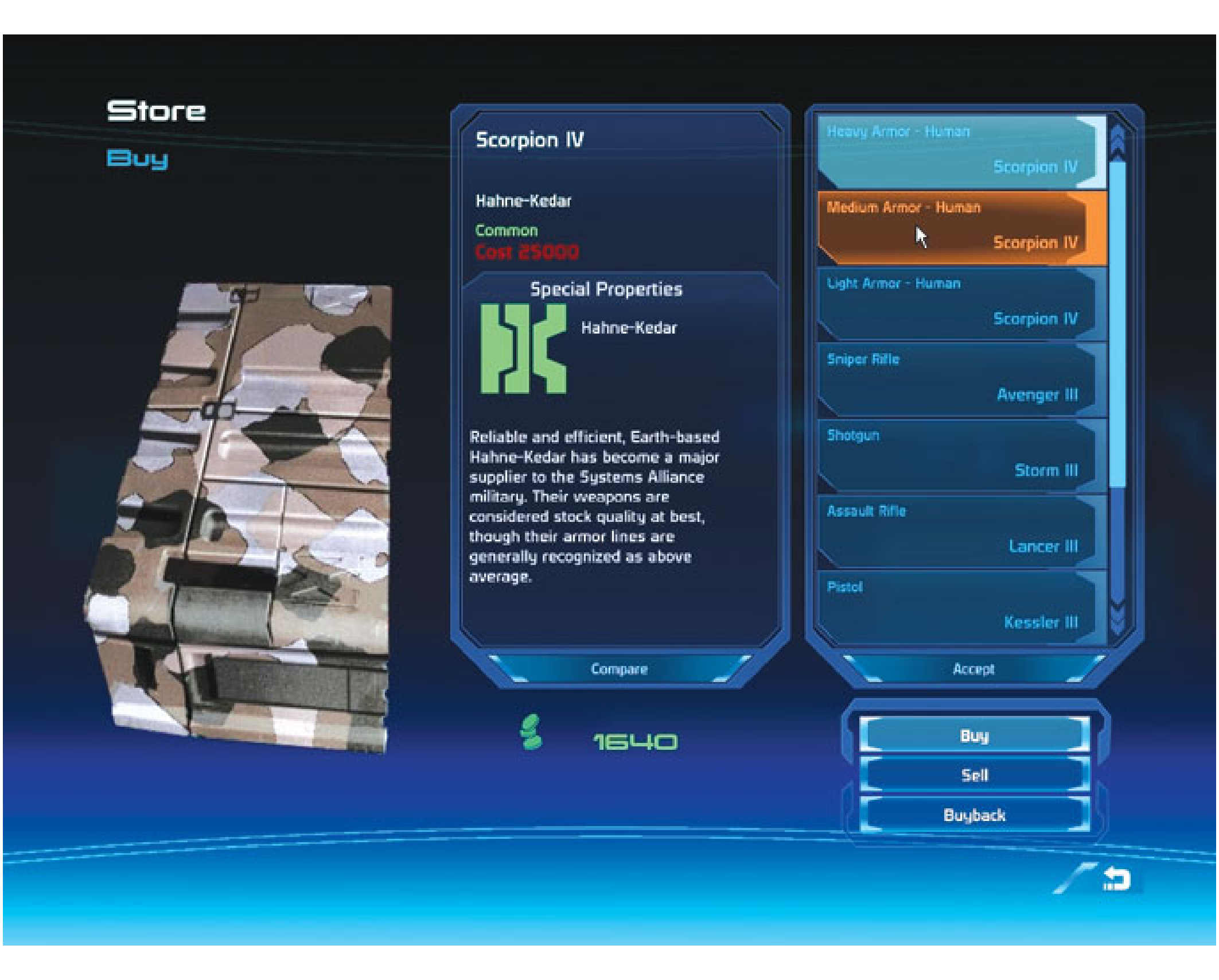
Query the Req Officer about manufacturer licenses to learn that such items are required in order for the Req Officer to stock different brands of gear.

The officer does not have any licenses to sell. You can buy some basic equipment, but says you'll need to buy licenses from the stores you visit on other stations and worlds.

Doing so will allow the Req Officer to carry a broader variety of advanced armaments produced by top-tier manufacturers from around the galaxy.

Ask about new items and the Req Officer goes on to say that he'll buy, sell, and trade with local merchants to acquire new weaponry and gadgets each time the Normandy docks at a planet with a large enough port.

Strive to purchase lots of manufacturer licenses from each store you encounter to expand the Normandy Req Officer's wares to include exceptional items.



Reliable and efficient, Earth-based Hahne-Kedar has become a major supplier to the Systems Alliance military. Their weapons are considered stock quality at best, though their armor lines are generally recognized as above average.

Browse the Req Officer's goods to see what he has for sale.

You won't have enough credits to purchase much at this point, but invest in the Medi-Gel and grenade upgrades to increase your carrying capacity for both of these valuable items.

Feel free to sell off any gear you've acquired but have no use for as well.

Note

Selling items for credits is important: the squad can only carry so much gear. Alert messages appear when you near your capacity limit, warning you that you're running out of space.

Items can also be melted down into raw Omni-Gel at the Equipment menu to make room for new arrivals, handy when you're low on the substance, or when there's no store nearby.

Note

Items come in one of three rarity levels: common, limited, and rare. Items labeled as common are always in stock at the store, while limited items are available for only a short time.

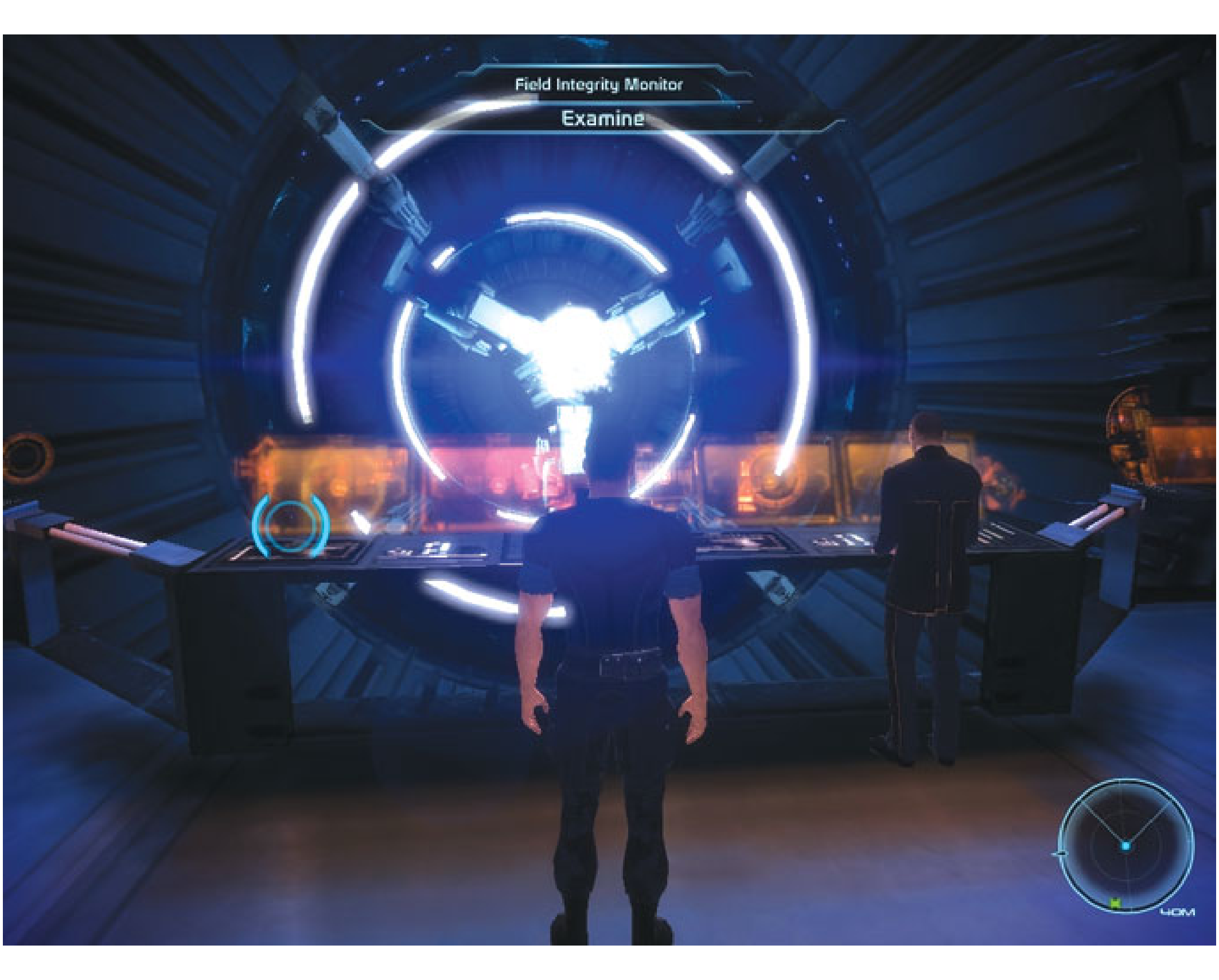
Rare items are highly-sought-after goods that disappear fastest of all. Make sure to purchase limited or rare items you desire while you have the chance!

Note

Item stats are influenced by two factors: the item's sophistication level (a low-to-high rating of 1 through 10), and the quality of the manufacturer who produced the item.

In addition, the cost of each item is reduced in relation to Shepard's Charm ability, while resale of items you've acquired is bolstered by Shepard's Intimidate score.

For complete details on manufacturers and their gear, including base item stats and manufacturer influences, please refer to the Warfare portion of this guide.



After trading with the Req Officer, head into the engineering room and examine the **field integrity monitor** near Engineer Adams to acquire yet another primary Codex entry.

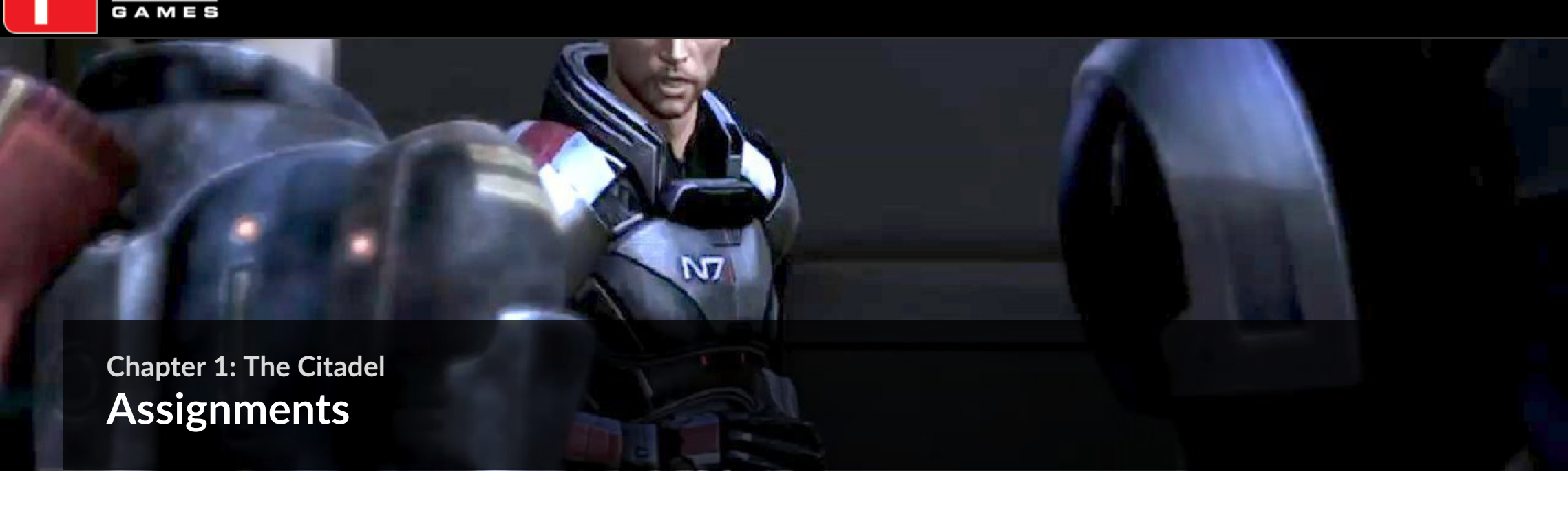
Adams doesn't have much to say at present, so you're all done here. Return to the elevator to reach the quarters deck, then take the nearby stairs to reach the command deck above.

Normandy: Command Deck

There's little for you to do on the command deck. Navigator Pressly doesn't have much to say, but a nearby **computer terminal** can be inspected for a secondary Codex entry.

A quick inspection of the comm room nets you another entry as well.

When you've finished exploring the ship, head to the bridge and speak with Joker to complete your primary objective and order the Normandy to dock at the Citadel.



Chapter 1: The Citadel

Assignments

Matters are quickly spiraling out of control for humanity and the Systems Alliance. The geth have assaulted a major human colony on Eden Prime, killing hundreds of peaceful inhabitants.

Worse, it seems that a turian Spectre named Saren is working alongside the vile synthetic race, perhaps in an effort to wipe humanity from existence.

The Council must take action against Saren and the geth, but convincing them to do so will not be easy.

Humanity has yet to become a part of the galactic Council, and therefore has little sway over such political matters.

Seeing no other alternative, Captain Anderson orders the Normandy into dock at Citadel Station, intent on meeting with the human emissary to the Council, Ambassador Udina.

Perhaps a united front between Shepard, the captain, and the human ambassador will be enough to convince the Council to intervene on the Alliance's behalf.

Assignments Galore

When you're able to fully explore the Citadel, a wide variety of nonessential assignments opens up to you.

Every task filed under "Assignments" in your journal is completely optional; you don't need to explore any of them to fulfill your primary mission objectives.

Seeking out and completing assignments is a good idea, however. Many reward you with additional items, credits, and XP.

You can also earn morality points and unlock Codex entries you'd miss if you didn't pursue these optional tasks.

The following table identifies every assignment you may opt to undertake after your initial hearing with the Citadel Council.

Refer to the Spectre Assignments section that follows after this critical-path walkthrough for in-depth coverage on each and every optional assignment in the game.

Citadel Assignments

Name	Starting Location	Giver
Citadel: Scan the Keepers	Citadel: Tower	Chorban
Citadel: Asari Consort	Citadel: Presidium	Sha'ira
Citadel: Homecoming	Citadel: Presidium	Samesh Bhatia
Citadel: Presidium Prophet	Citadel: Presidium	C-Sec Officer
Citadel: Jahleed's Fears	Citadel: Security	Jahleed
Citadel: Xeltan's Complaint	Citadel: Lower Wards	General Septimus
Citadel: Doctor Michel	Citadel: Upper Wards	Dr. Chloe Michel
Citadel: The Fan	Citadel: Upper Wards	Conrad Verner
Citadel: Reporter's Request	Citadel: Upper Wards	Emily Wong
Citadel: Schells the Gambler	Citadel: Flux and Wards Access	Schells
Citadel: Rita's Sister	Citadel: Flux and Wards Access	Rita
Citadel: Signal Tracking	Citadel: Flux and Wards Access	Suspicious Gambling Machine

The Citadel

A colossal, multilevel space station located in the heart of the dense Serpent Nebula, the Citadel has existed since time immemorial.

Nobody knows when the Citadel was constructed. Most believe the Protheans built it at the height of their empire, though some believe it was created even earlier.

In the 50,000 years since the Prothean extinction, numerous interstellar species have come to call the Citadel home. It is the political, cultural, and financial capital of the greater galactic community.

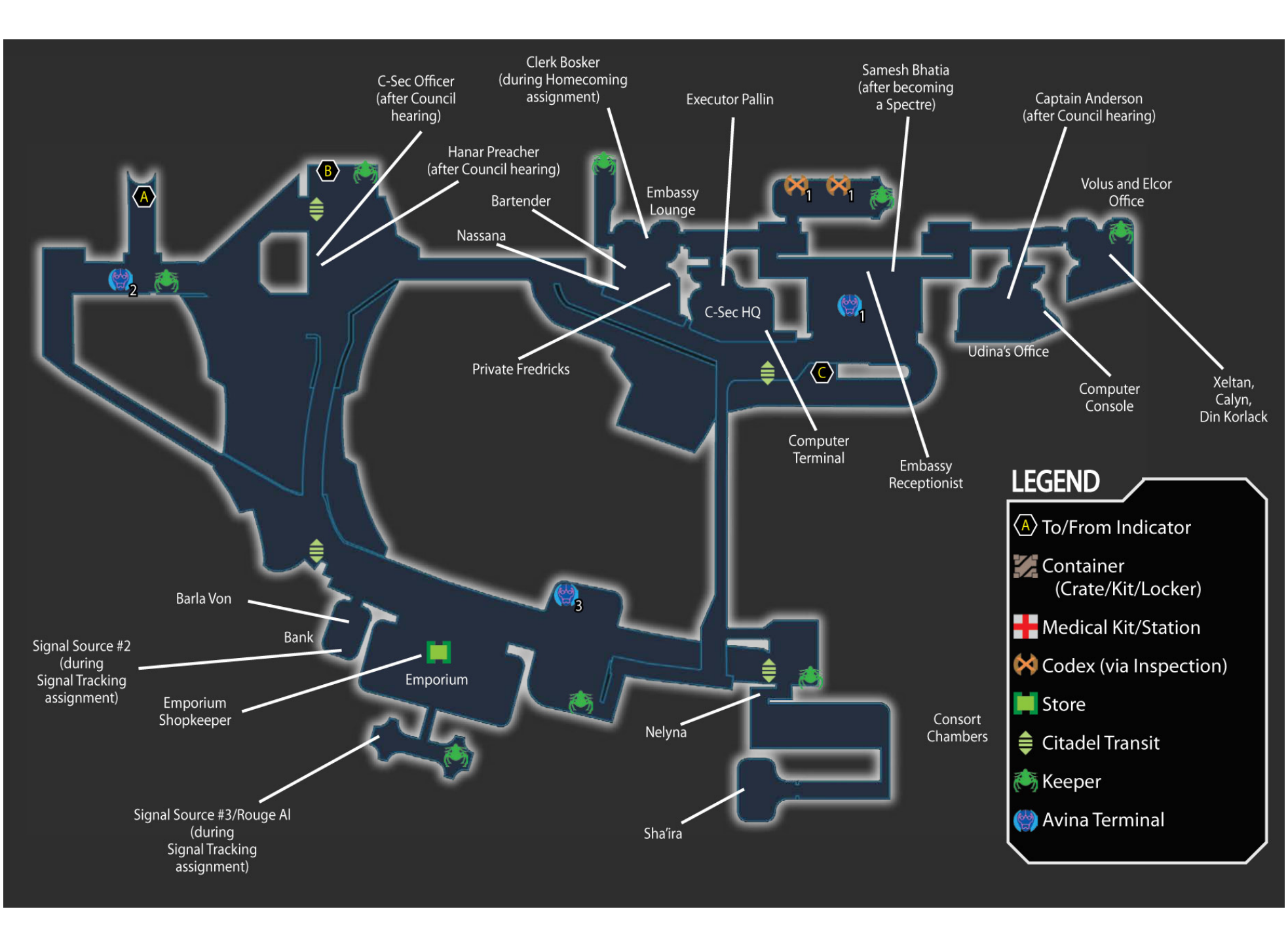
To represent their interests, most advanced spacefaring species maintain embassies on the Presidium, the Citadel's inner ring.

Extending out from the Presidium are five arms known as wards, vast cosmopolitan cities populated by millions of inhabitants from across the galaxy.

The Citadel is built from the same material as the mass relays, making it virtually indestructible. If attacked, the station can close up its arms to form an impregnable shell, protecting all on board.

With a surrounding nebula cloud and a massive fleet as additional defenses, the Citadel is all but unassailable by hostile fleets.

Citadel: Presidium


C-Sec Officer (after Council hearing)
Clerk Bosker (during Homecoming assignment)
Executor Pallin
Samesh Bhatia (after becoming a Spectre)
Captain Anderson (after Council hearing)
Hanar Preacher (after Council hearing)
Bartender
Embassy Lounge
Nassana
Volus and Elcor Office
C-Sec HQ
Udina's Office
Private Fredricks
Computer Console
Xeltan, Calyn, Din Korlack
Computer Terminal
Embassy Receptionist
Barla Von
Bank
Signal Source #2 (during Signal Tracking assignment)
Emporium
Emporium Shopkeeper
Nelyna
Consort Chambers
Signal Source #3/Rouge AI (during Signal Tracking assignment)
Sha'ira
LEGEND
To/From Indicator
Container (Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Store
Citadel Transit
Keeper
Avina Terminal

Presidium Codex Entries

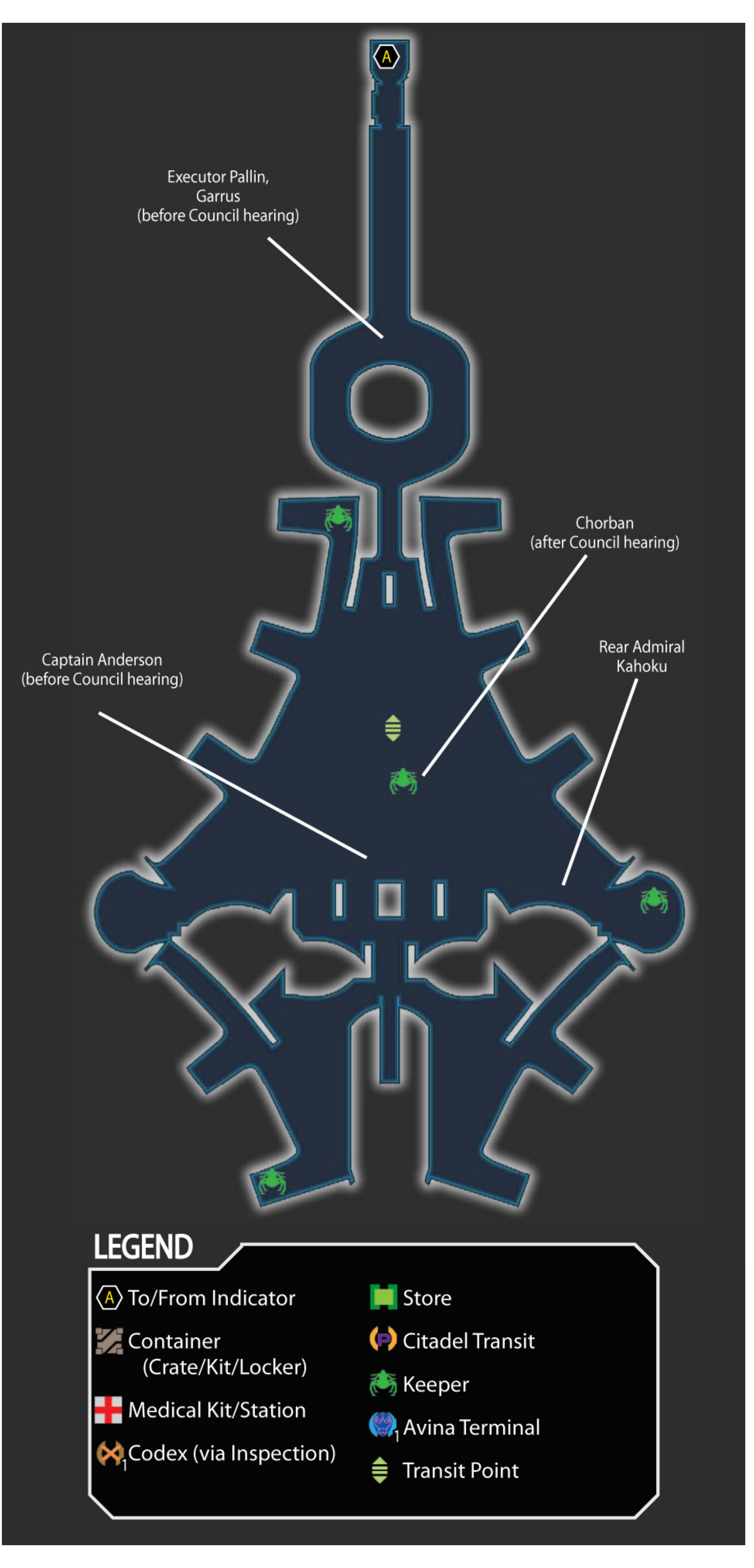
Primary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Citadel and Galactic Government	Citadel Council	Citadel: Presidium	Dialogue	Ambassador Udina, Captain Anderson	None
Aliens: Non-Council Races	Elcor	Citadel: Presidium	Dialogue	Calyn	None
Aliens: Non-Council Races	Volus	Citadel: Presidium	Dialogue	Din Korlack	None
Aliens: Council Races	Asari	Citadel: Presidium	Dialogue	Embassy Receptionist	None
Technology	Computers: Virtual Intelligence (VI)	Citadel: Presidium	Dialogue	Avina Terminal 1	None
Aliens: Non-Council Races	Keepers	Citadel: Presidium	Dialogue	Avina Terminal 2	None
Technology	Mass Relays	Citadel: Presidium	Dialogue	Avina Terminal 2	None
Aliens: Extinct Races	Rachni	Citadel: Presidium	Dialogue	Avina Terminal 3	None
Aliens: Non-Council Races	Hanar	Citadel: Presidium	Dialogue	Emporium Shopkeeper	None
Aliens: Non-Council Races	Krogan	Citadel: Presidium	Dialogue	Barla Von	After Council hearing

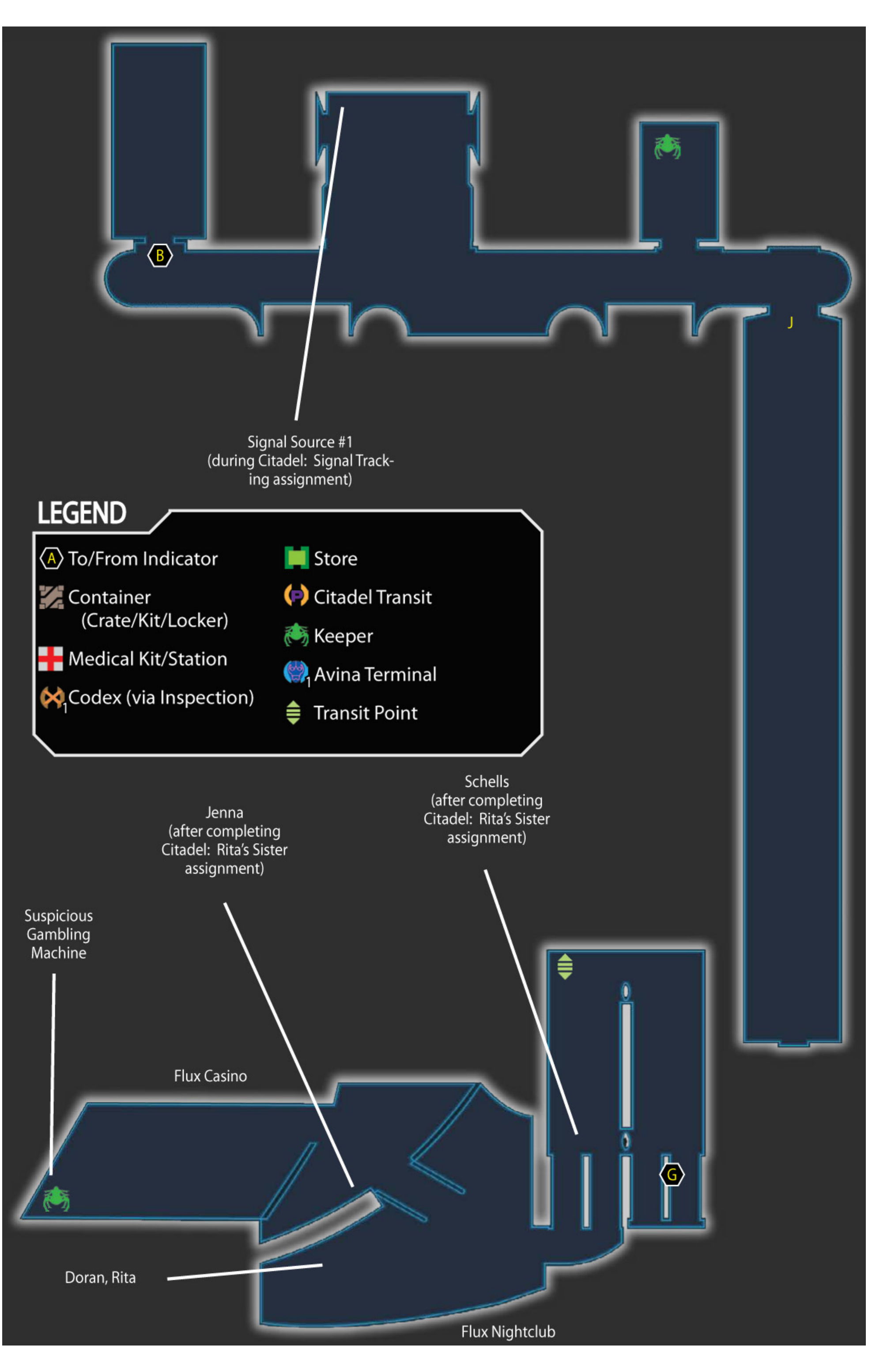
Secondary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Citadel and Galactic Government	Citadel Station: Presidium Ring	Citadel: Presidium	Dialogue	Embassy Receptionist	None
Citadel and Galactic Government	Citadel Conventions	Citadel: Presidium	Inspection	Diplomatic Archive	None
Citadel and Galactic Government	Treaty of Farixen	Citadel: Presidium	Inspection	Diplomatic Archive	None
Citadel and Galactic Government	Citadel Station: Citadel Security Services (C-Sec)	Citadel: Presidium	Dialogue	Executor Pallin	None
Technology	Credits ("Creds")	Citadel: Presidium	Dialogue	Emporium Shopkeeper	None
Citadel and Galactic Government	Citadel Station: Wards	Citadel: Presidium	Dialogue	Barla Von	None
Aliens: Non-Council Races	Krogan: Krogan Rebellions	Citadel: Presidium	Dialogue	Avina Terminal 3	None
Aliens: Non-Council Races	Quarians: Pilgrimage	Citadel: Presidium	Dialogue	Tali	Save the quarian (Tali)

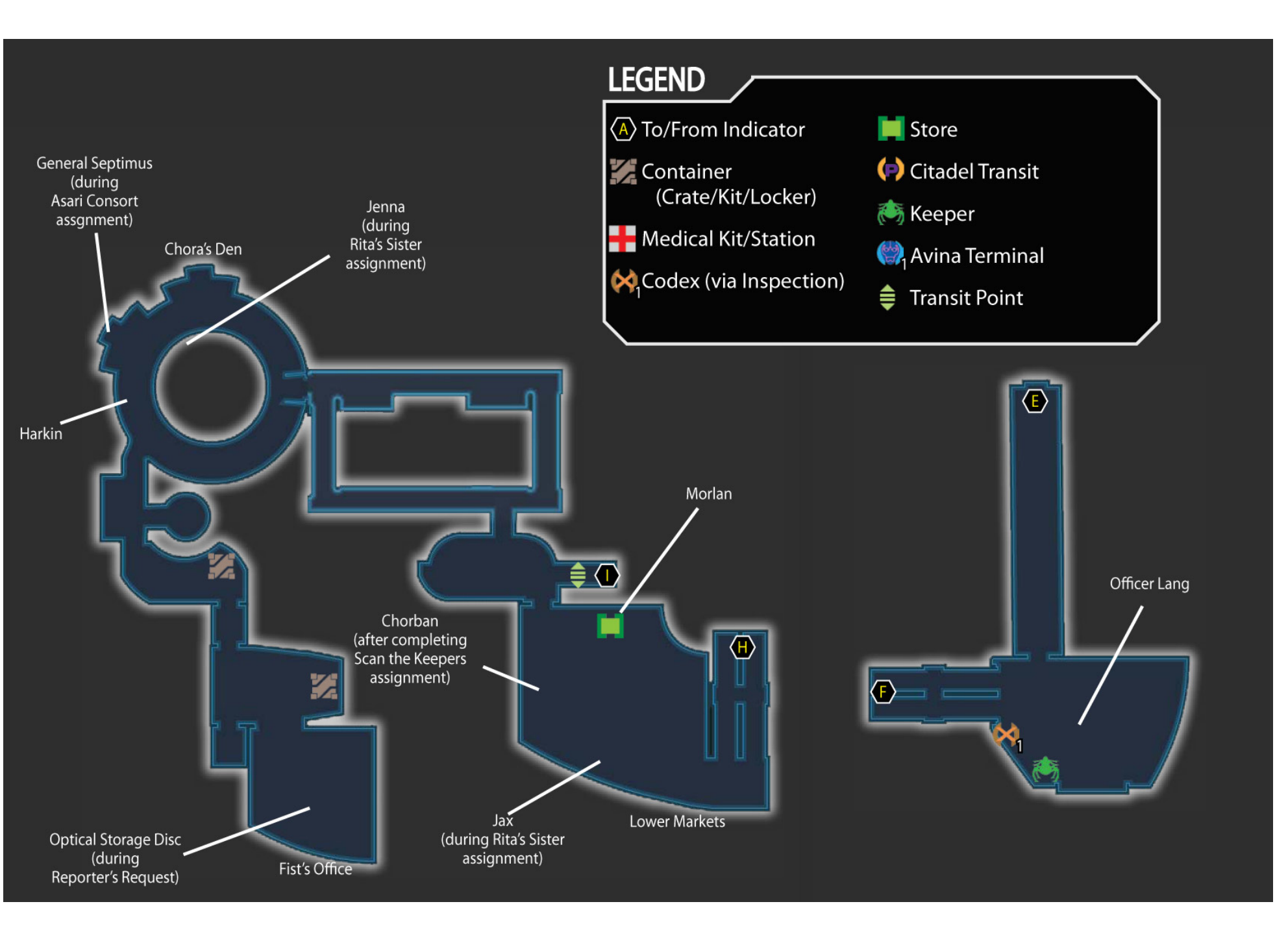
Citadel: Tower


Executor Pallin, Garrus (before Council hearing)
Chorban (after Council hearing)
Rear Admiral Kahoku
Captain Anderson (before Council hearing)
LEGEND
To/From Indicator
Container (Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Store
Citadel Transit
Keeper
Avina Terminal
Transit Point

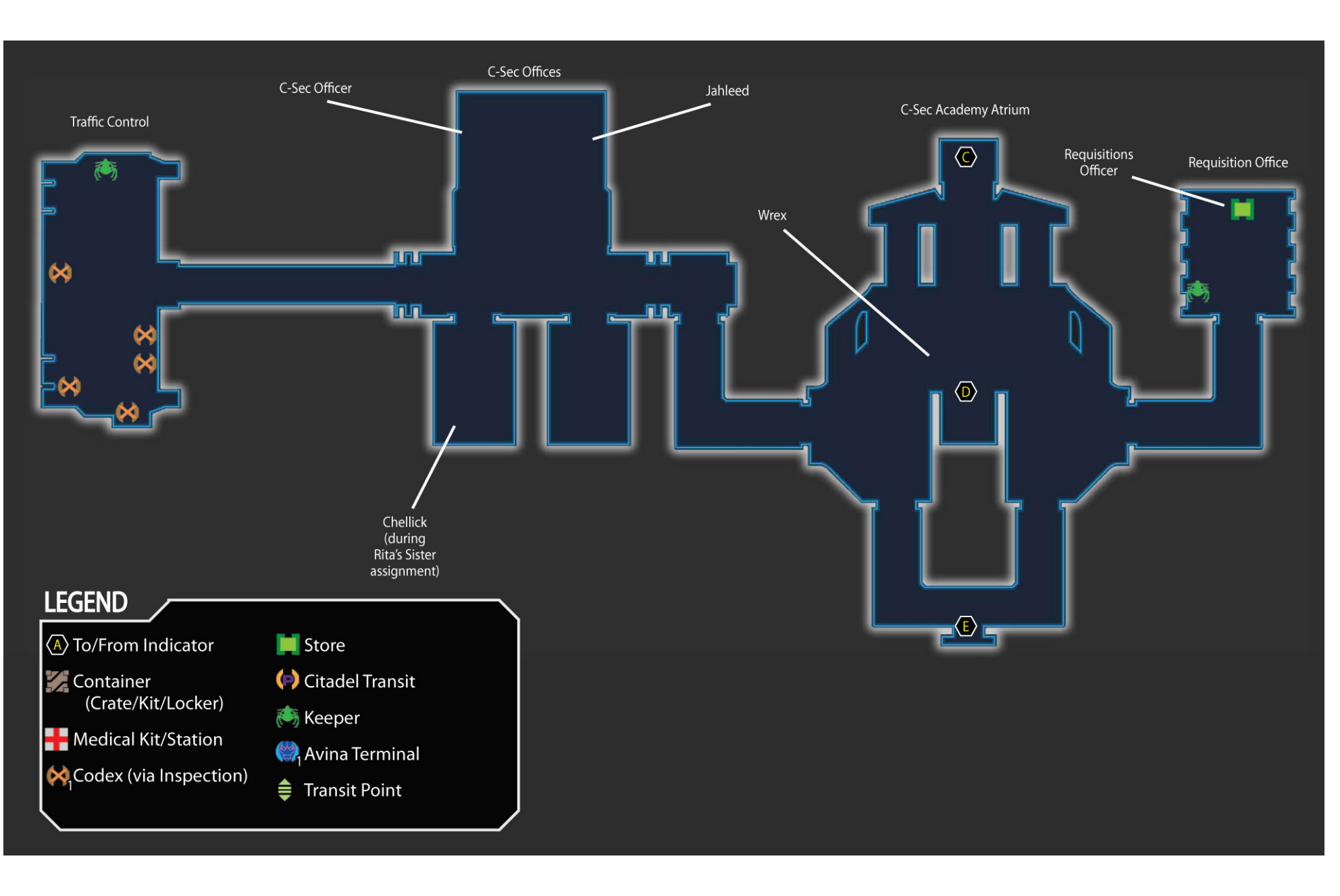
Citadel: Flux and Wards Access


Signal Source #1 (during Citadel: Signal Tracking assignment)
LEGEND
To/From Indicator
Container (Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Store
Citadel Transit
Keeper
Avina Terminal
Transit Point
Jenna (after completing Citadel: Rita's Sister assignment)
Schells (after completing Citadel: Rita's Sister assignment)
Suspicious Gambling Machine
Flux Casino
Doran, Rita
Flux Nightclub

Citadel: Lower Wards


LEGEND
To/From Indicator
Container (Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Store
Citadel Transit
Keeper
Avina Terminal
Transit Point
General Septimus (during Asari Consort assgnment)
Chora's Den
Jenna (during Rita's Sister assignment)
Harkin
Morlan
Officer Lang
Chorban (after completing Scan the Keepers assignment)
Optical Storage Disc (during Reporter's Request)
Fist's Office
Jax (during Rita's Sister assignment)
Lower Markets

Citadel: Security


C-Sec Officer
C-Sec Offices
Jahleed
Traffic Control
C-Sec Academy Atrium
Requisitions Officer
Requisition Office
Wrex
Chellick (during Rita's Sister assignment)
LEGEND
To/From Indicator
Container (Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Store
Citadel Transit
Keeper
Avina Terminal
Transit Point

Tower Codex Entries

Primary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Aliens: Council Races	Salarians	Citadel: Tower	Dialogue	Captain Anderson	After Council hearing

C-Sec Codex Entries

Primary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Aliens: Non-Council Races	Quarians	Citadel: Security	Dialogue	Wrex	None
Weapons, Armor and Equipment	Small Arms	Citadel: Security	Inspection	Weapons Locker	None

Secondary Codex

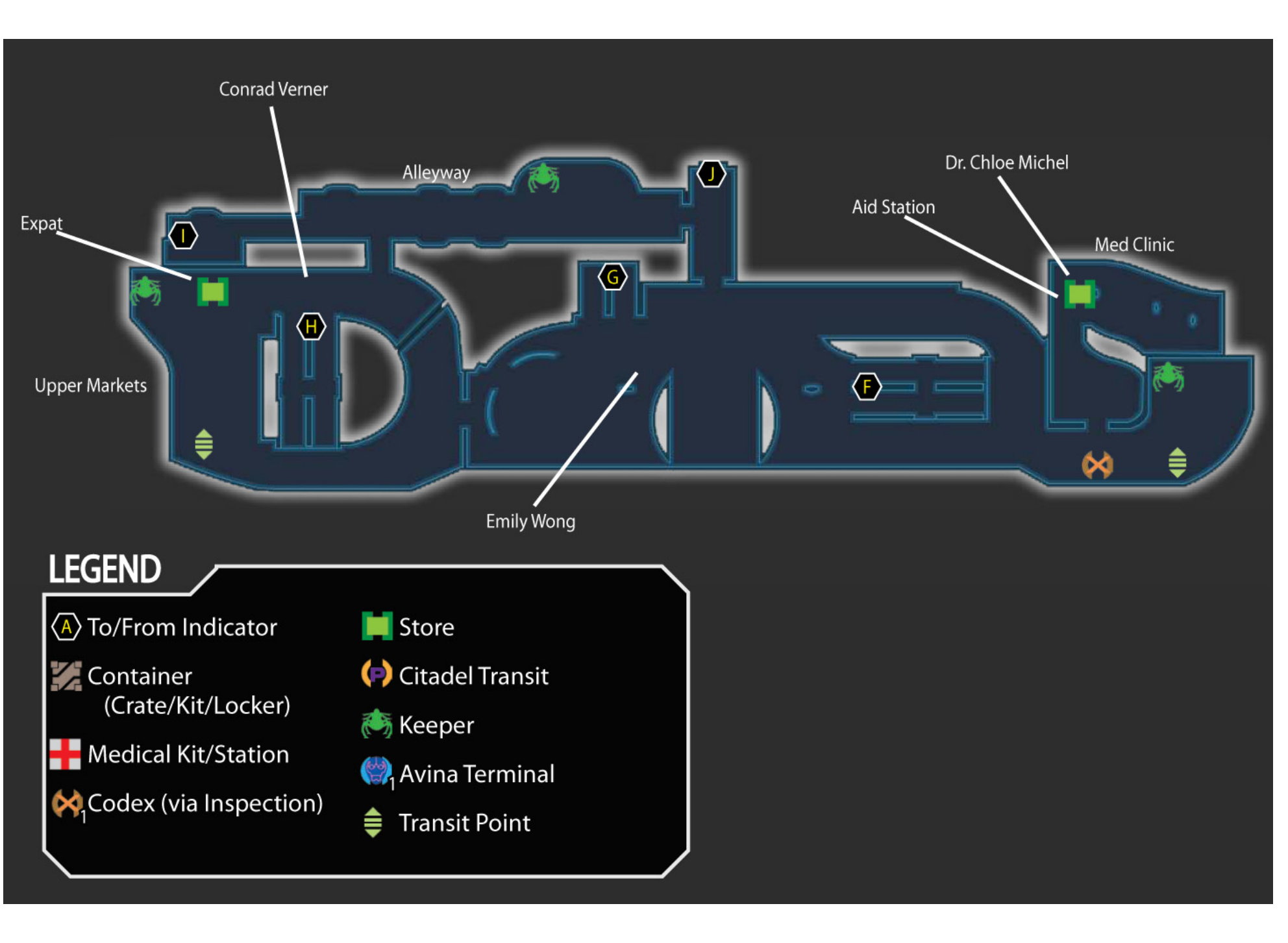
Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Ships and Vehicles	Starships: Dreadnought	Citadel: Security	Inspection	Tracking Terminal	None
Ships and Vehicles	Starships: Cruisers	Citadel: Security	Inspection	Tracking Terminal	None
Ships and Vehicles	Starships: Frigates	Citadel: Security	Inspection	Tracking Terminal	None
Ships and Vehicles	Starships: Fighters	Citadel: Security	Inspection	Tracking Terminal	None

Lower Wards Codex Entries

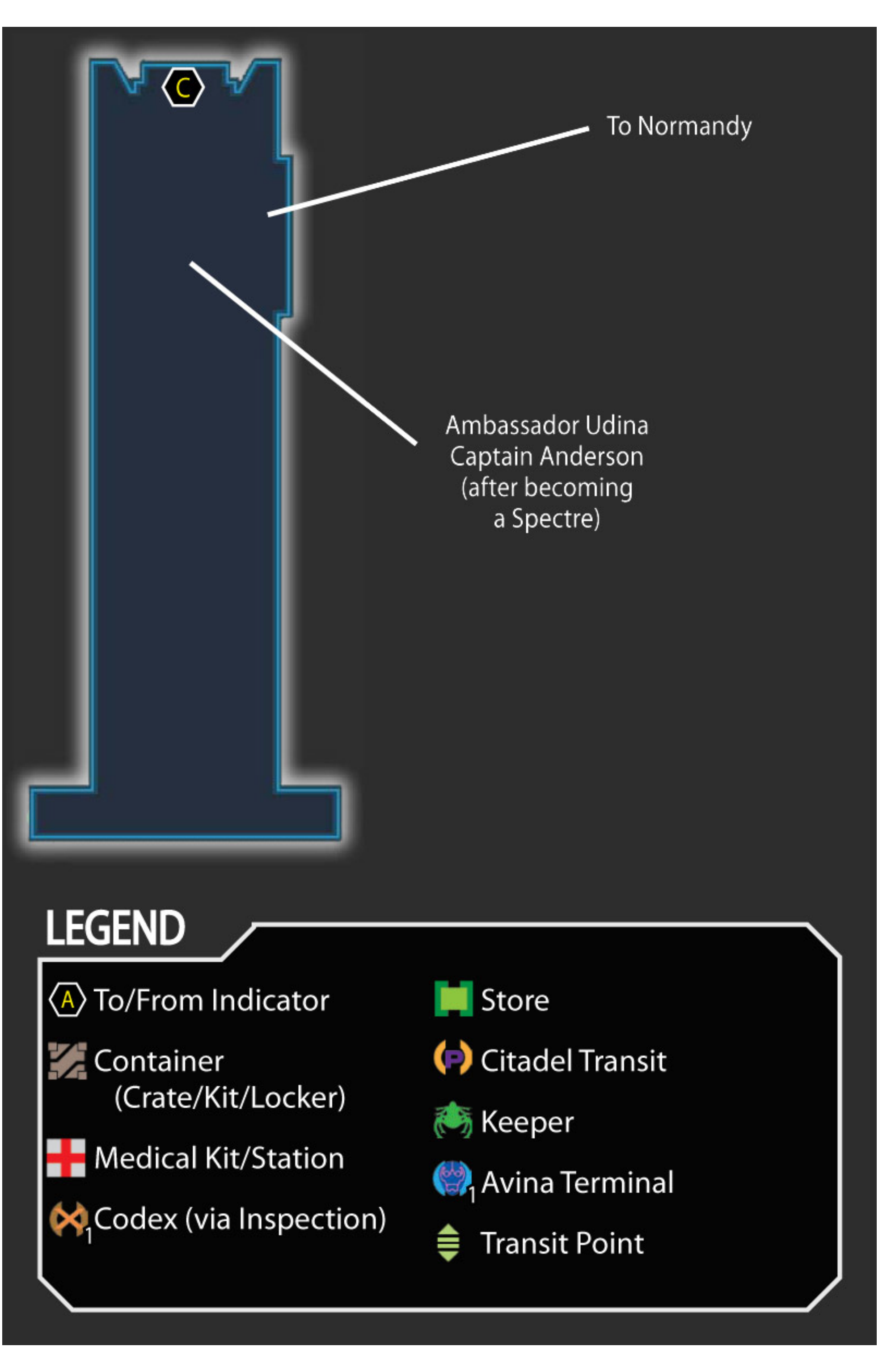
Secondary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Technology	Communications: Administration	Citadel: Lower Wards	Inspection	Public Extranet Terminal	None

Citadel: Upper Wards


Conrad Verner
Alleyway
Dr. Chloe Michel
Aid Station
Expat
Med Clinic
Upper Markets
Emily Wong
LEGEND
To/From Indicator
Container (Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Store
Citadel Transit
Keeper
Avina Terminal
Transit Point

Citadel: Docking Bays


To Normandy
Ambassador Udina Captain Anderson (after becoming a Spectre)
LEGEND
To/From Indicator
Container (Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Store
Citadel Transit
Keeper
Avina Terminal
Transit Point

Upper Wards Codex Entries

Primary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Planets and Locations	Planets: Feros	Citadel: Upper Wards	Dialogue	Expat	None
Planets and Locations	Planets: Noveria	Citadel: Upper Wards	Dialogue	Expat	None

Secondary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Citadel and Galactic Government	Citadel Station: Serpent Nebula	Citadel: Upper Wards	Inspection	View of Nebula	None

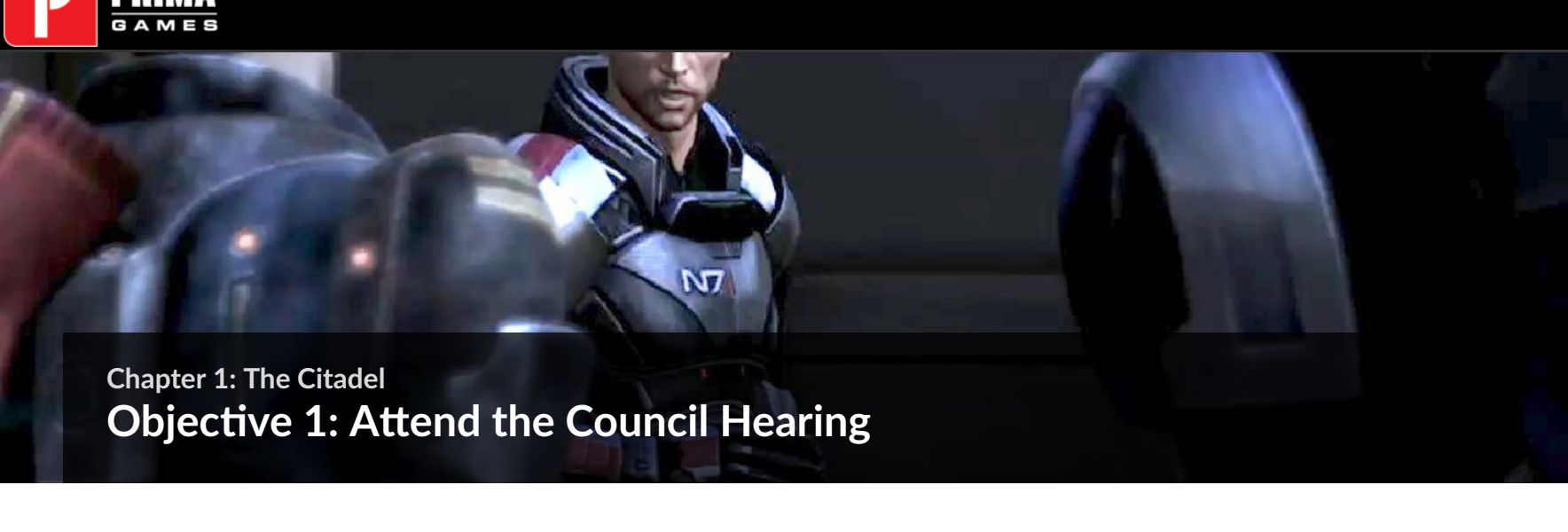
Docking Bays Codex Entries

Primary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Aliens: Non-Council Races	Batarians	Citadel: Docking Bays	Dialogue	Captain Anderson	After becoming a Spectre
Planets and Locations	Uncharted Worlds	Citadel: Docking Bays	Dialogue	Captain Anderson	After becoming a Spectre

Secondary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Ships and Vehicles	Starships: Thrusters	Citadel: Docking Bays	Inspection	Normandy Thrusters	None



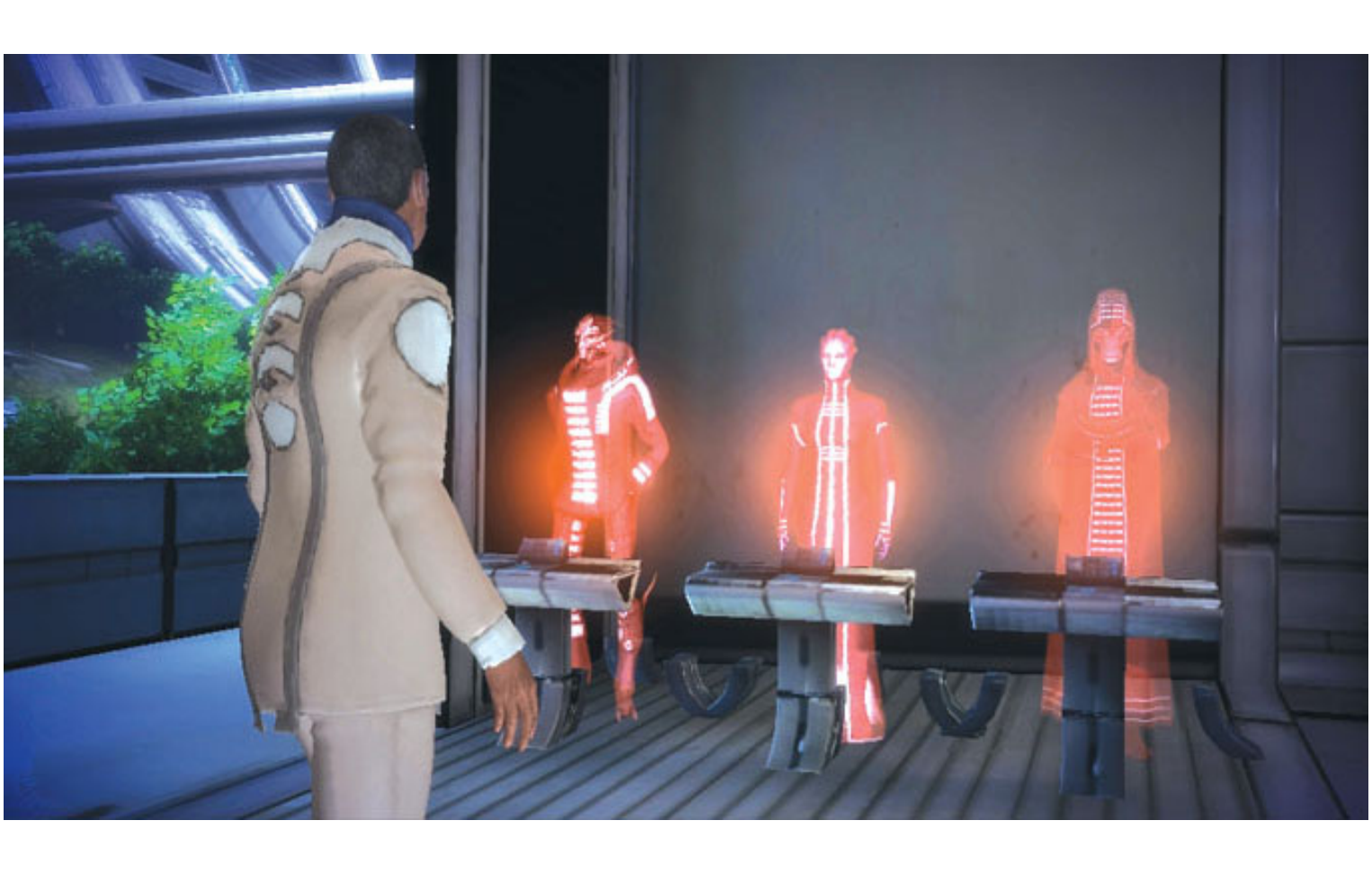
Chapter 1: The Citadel

Objective 1: Attend the Council Hearing

A Call for Action

Arriving at Ambassador Udina's offices at Citadel Station, Captain Anderson and Commander Shepard listen in as the political voice of their people hollers demands at holographic images of the Council board.

Udina is outraged. The geth must pay for their ruthless attack on Eden Prime.



The Council admonishes the enraged ambassador, saying the Alliance knew the risks of founding a colony so close to the Terminus Systems.

They inform the ambassador that Citadel Security is currently investigating the possibility of Saren's involvement, and refuse to discuss the matter further until the official hearing.

Turning away from the monitor, Udina sees Captain Anderson, Commander Shepard, and the rest of the Eden Prime ground team standing in his office.

The Ambassador is obviously quite upset over what transpired at Eden Prime.

Captain Anderson is impressed that the human ambassador managed to convince the Council to grant them an audience, but Udina isn't so optimistic.

Eden Prime was a disaster: Nihlus is dead and the beacon was destroyed. Shepard's chance at being inducted into the Spectres now stands in jeopardy.

They can only hope that the C-Sec investigation turns up evidence against Saren. Because he is the Council's top agent, issuing such grave accusations against the Spectre without proof won't win the Alliance any favors.

Glossary: C-Sec

Citadel Security, or C-Sec, is the primary internal police force for the Citadel. With its membership constantly in flux, C-Sec recruits from the military and police forces of almost every race known to the Council.

Earning a five-year tour of duty with C-Sec is considered a high honor.

Udina asks to meet with Captain Anderson in private so they may discuss the coming hearing. He asks Shepard to meet them outside the Council chambers atop the Citadel Tower before the hearing begins.

You're now free to explore the Presidium: a large, open area where various embassies and other important offices are located.

If you're not interested in exploring the Presidium at the moment, simply proceed to the area's northwest elevator ride up to the Citadel Tower.

Citadel: Presidium

Captain Anderson and Ambassador Udina are waiting for you near the Council chambers atop the Citadel Tower, but what's the rush?

Opt to spend some time exploring the Presidium, where careful investigation and inquisitive conversations can net you a few optional assignments and a variety of new Codex entries.

You can't actually complete any of these assignments just yet; you're only able to obtain them for future reference.

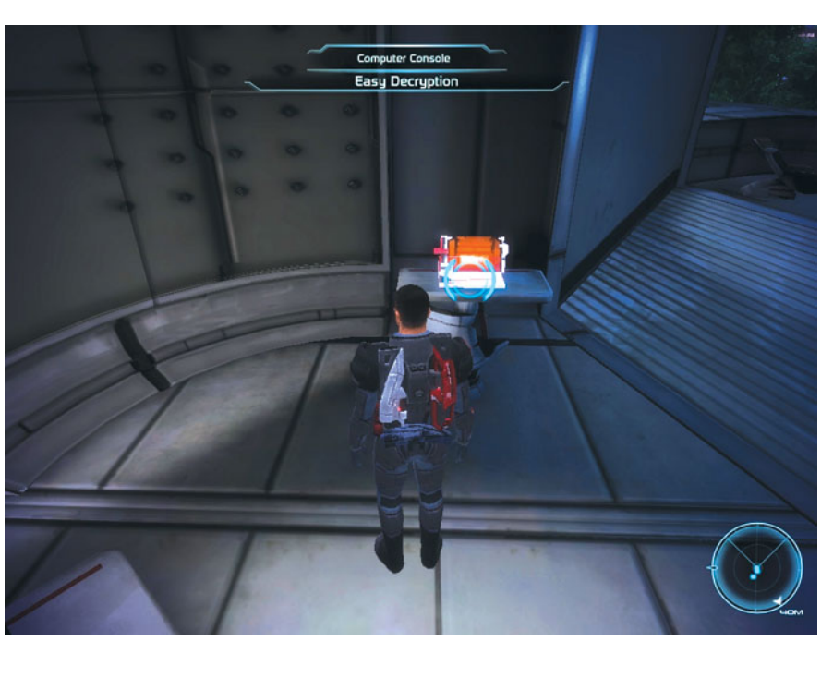
Refer to the previous Citadel maps to learn the locations of all characters and objects mentioned in the sections and tables that follow.

Tip

Use the Citadel Transit terminals stationed about the Presidium to quickly get around. More transit destinations become available after you meet with the Council and as you explore the Citadel on foot.

After you visit a new section of the station, that section becomes available for selection at all Citadel Transit terminals.

Unusual Readings



Begin by exploring Ambassador Udina's office to discover a computer console that can be decrypted if your squad's skill in the Decryption Talent is high enough.

Decrypt the console to obtain an off-world assignment called "Unusual Readings."

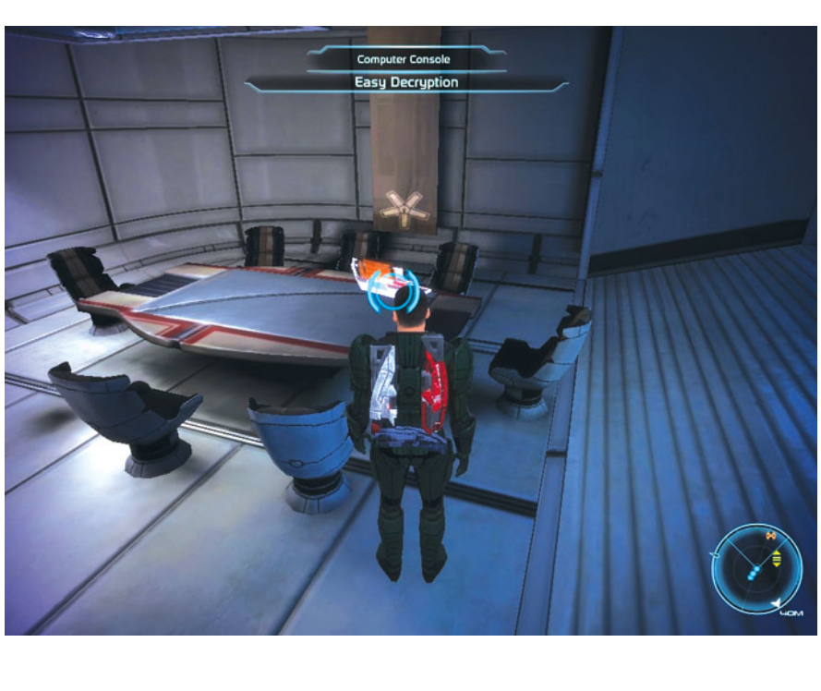
Note

Off-world assignments are optional jaunts you can undertake once you're able to freely roam the galaxy.

These and other secondary missions are covered in full detail in the Spectre Assignments section of the guide that follows the critical-path walkthrough.

Whenever you can branch off and complete optional assignments, special boxes will appear in the walkthrough to let you know.

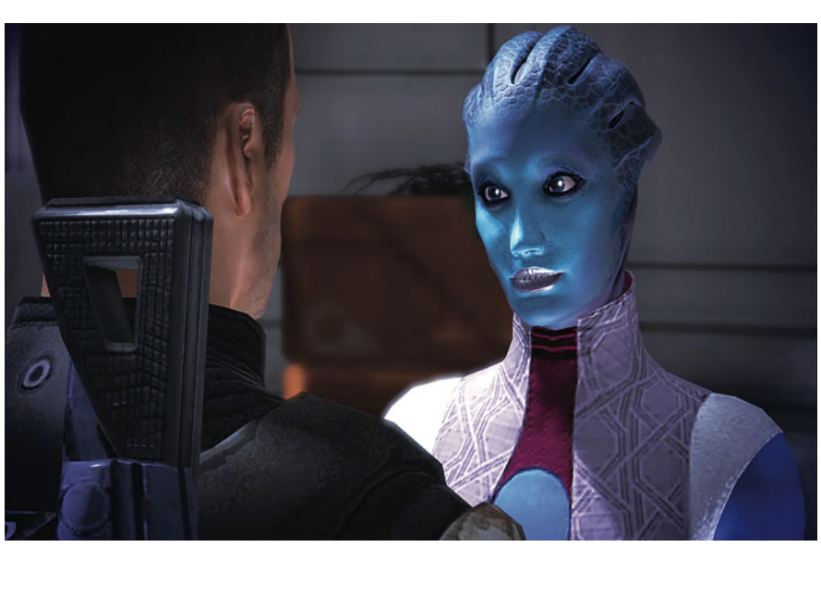
Strange Transmission



If your squad has enough skill in the Decryption Talent, decrypt the computer console near Executor Pallin in the C-Sec HQ office to uncover another off-world assignment called "Strange Transmission."

Like the previous assignment, this one will have to wait until you're able to leave the station and explore the stars.

Citadel: Asari Consort



Visit the consort chambers to the south and you're met at the entrance by Nelyna, an attractive asari who can't allow you to visit with the consort without an appointment.

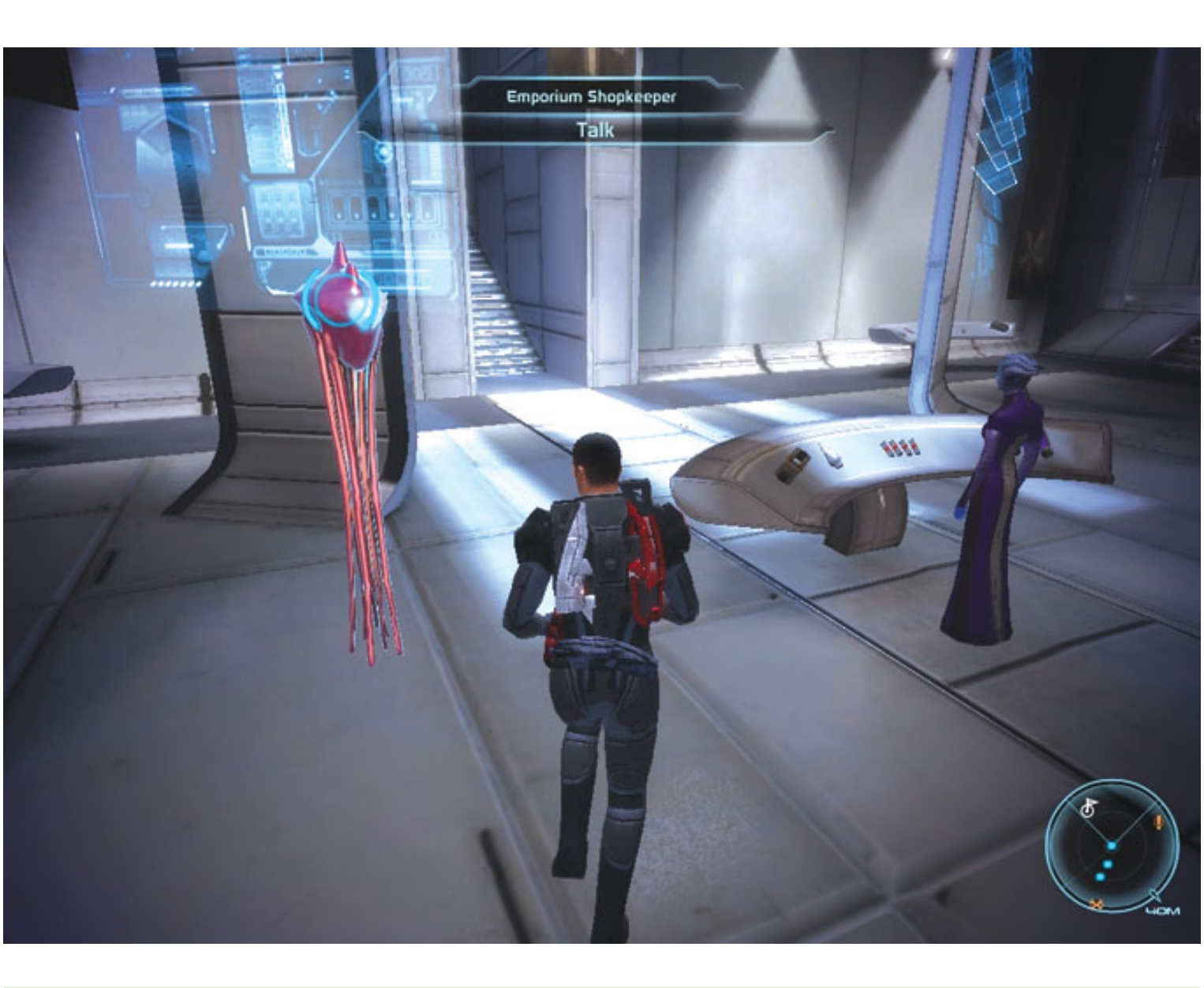
When you decide to leave, however, the consort signals to Nelyna, asking her assistant to invite you in.

Proceed to the consort's chambers and speak with the woman for a chance at acquiring yet another optional assignment that you can't yet satisfy.

However, unlike the aforementioned assignments, this one actually takes place at the Citadel, and you'll soon be able to explore the station's lower levels and complete it.

Shopping at the Emporium

If you're looking to purchase new gear, visit the emporium at the Presidium's southern end and speak with the Emporium Shopkeeper—a friendly, floating hanar—to browse the being's wares.



Tip

Make sure to purchase the Sirta Foundation license if you can. Doing so allows the Normandy's Requisitions Officer to begin carrying that manufacturer's unique products.

See the Combat portion of this guide for complete details on manufacturers and their weaponry and gear.

Citadel: Tower

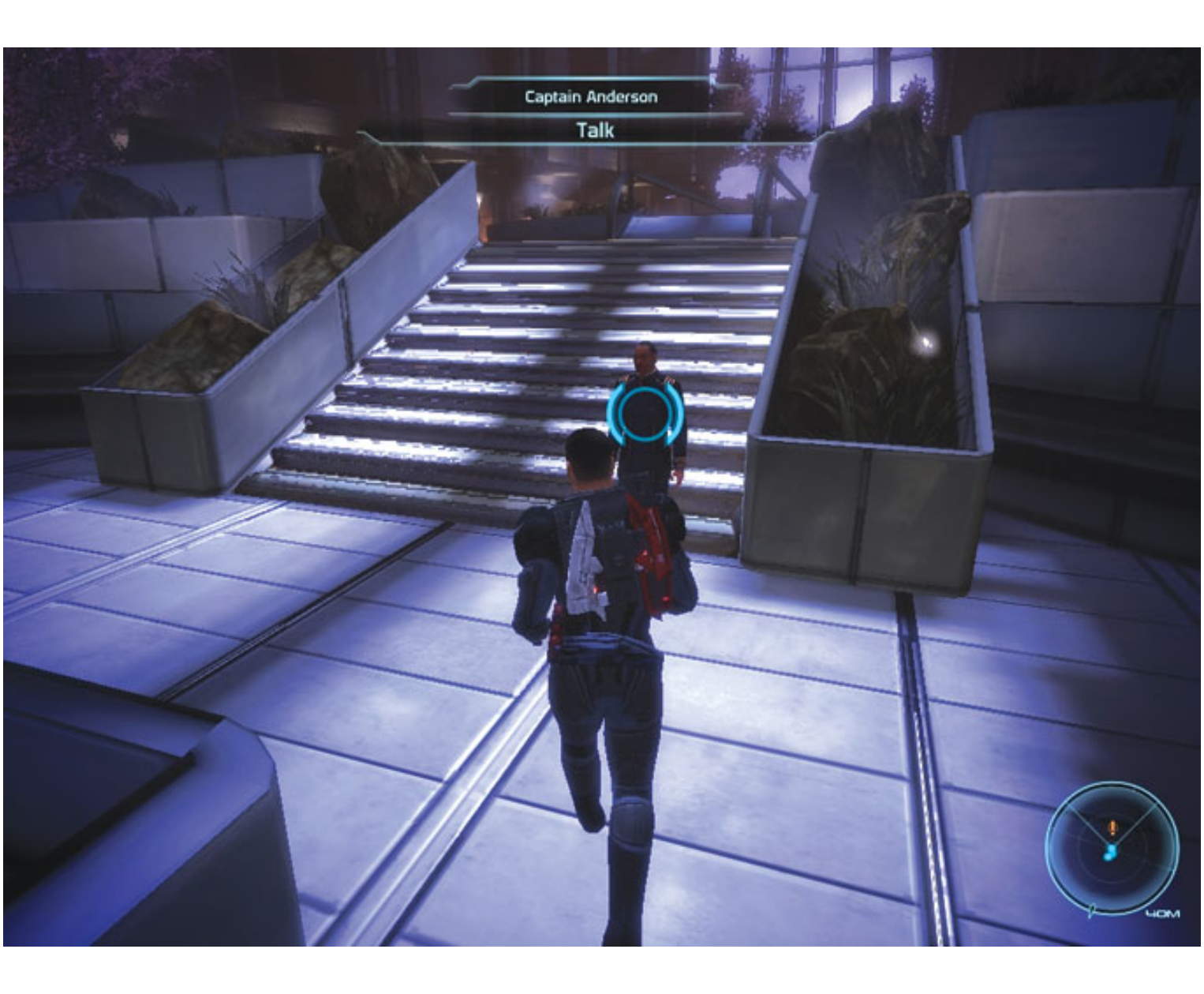
When they arrive at the Citadel Tower, Shepard and company catch the tail end of a conversation between two C-Sec operatives, a pair of turians named Garrus and Executor Pallin.

Garrus pleads with his superior to stall the hearing and grant him more time to investigate Saren's involvement with Eden Prime.

Pallin laughs at Garrus, saying his investigation has reached its end. The executor then turns to leave.

Garrus greets Shepard after Pallin departs. He believes Saren is hiding something and suspects his guilt, but reluctantly admits that his investigation has turned up no incriminating evidence.

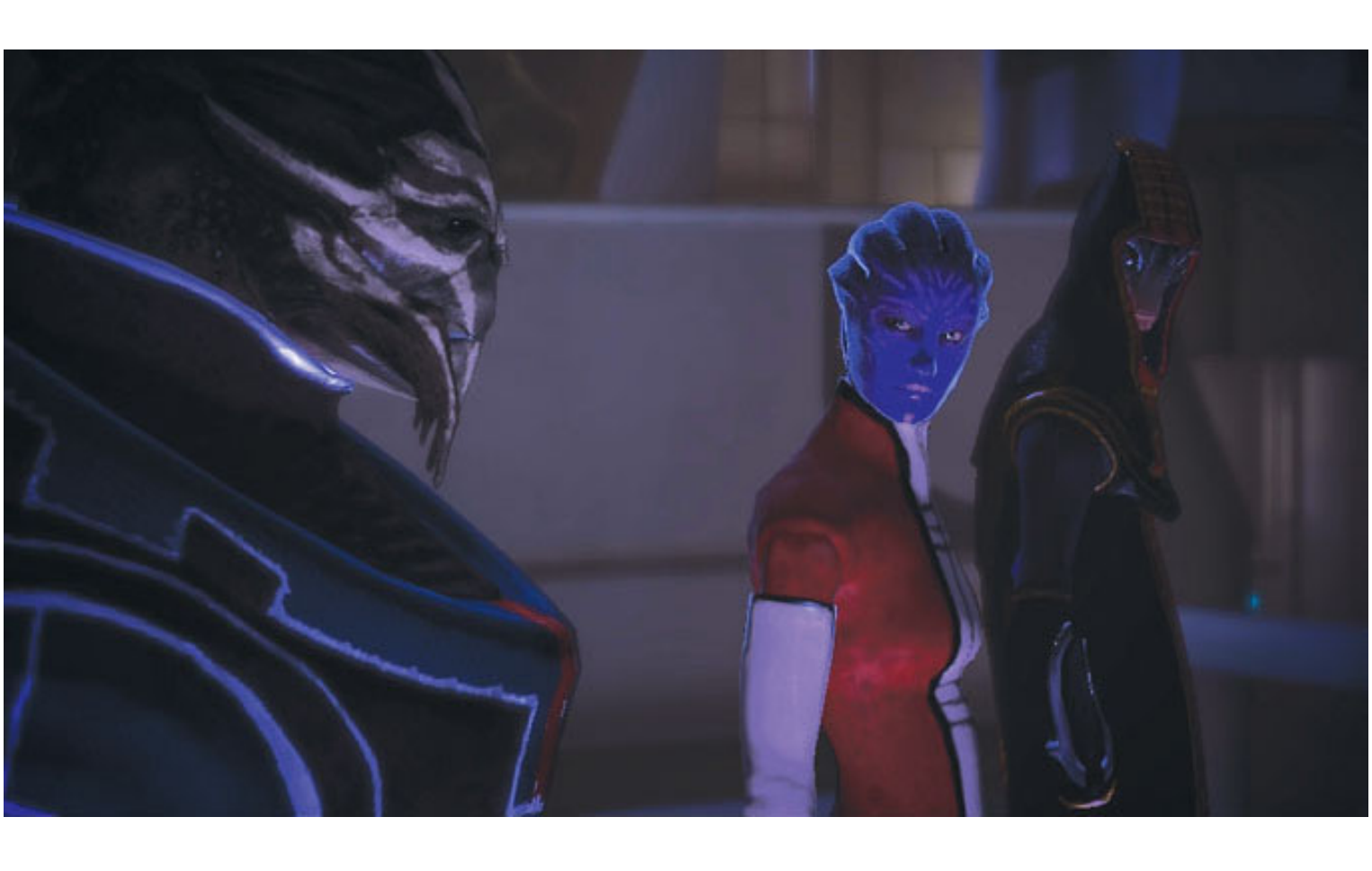
He wishes Shepard better luck at the hearing.



There's little else to do about the tower at the moment. Sprint forward and speak with Captain Anderson, who awaits you at the foot of the Council chambers' elegant stairway.

The captain informs you that the hearing is already in progress and leads you upstairs.

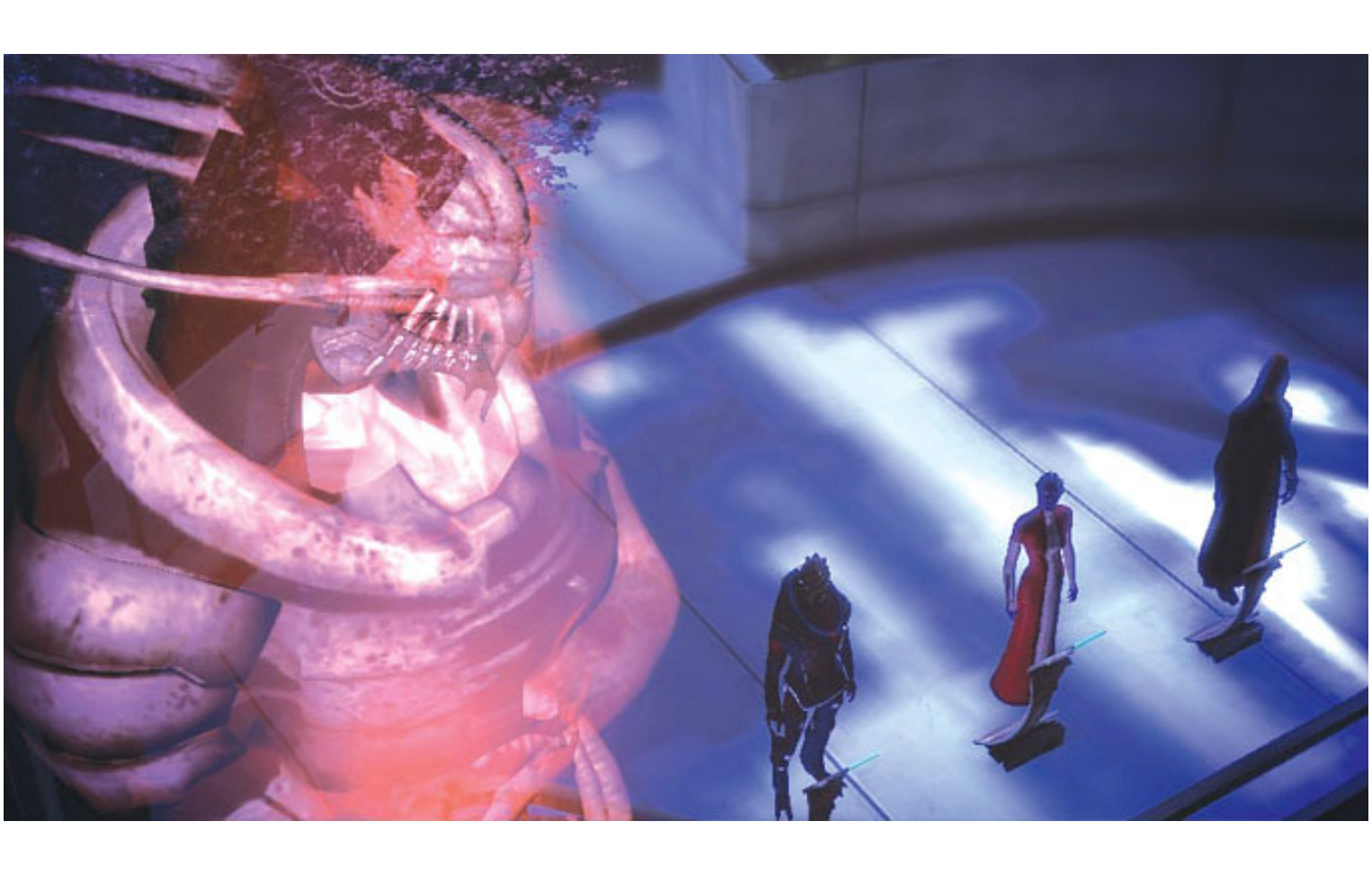
Burden of Proof



Anderson and Shepard arrive just in time to hear the Council label the geth attack at Eden Prime as a matter worthy of concern.

The good news stops there, however. C-Sec's investigation has turned up nothing, and the Council board sees no reason to suspect Saren's involvement with the geth.

Ambassador Udina reminds them that an eyewitness saw Saren murder Nihlus in cold blood during the raid, but the Council is reluctant to accept the testimony of one traumatized dock worker over that of a decorated Spectre agent.



Attending the meeting by means of holographic projection, Saren expresses his resentment over the accusations put forth by the humans.

He says Nihlus was a dear and valued friend, a remark Captain Anderson quickly counters by saying that was how Saren was able to get close and assassinate Nihlus without a fight.

Leveling his gaze on the captain, Saren jests that Anderson always seems to be involved whenever false accusations are brought against him. The two must have a past that Shepard wasn't aware of.

Jump into the dialogue when you have the chance to question and accuse Saren however you like. The slippery turian seems to have an answer for everything.

He even takes the opportunity to voice his opinion that humanity isn't ready to join the Council, or even the Spectres.

The banter continues until the final point comes to light: proof is required in order for the Council to take any action against Saren.

Since no such evidence exists, the Council has no option but to clear Saren's name and deny Udina's petition to disbar the turian from the Spectres. The hearing draws to a close.

History Lesson

Exiting the Council chambers, Udina says it was a mistake bringing Anderson into the hearing; he and Saren have too much history together.

The captain insists that he knows Saren. He believes now more than ever that the Spectre has indeed gone rogue. Anderson, however, won't go into detail on his past with Saren.

The group decides that their next objective must be to find some way to discredit Saren. He's untouchable as a Spectre and must be exposed so an appeal can be made to the Council for aid.

Kaidan and Ashley recall their recent run-in with Garrus and suggest they follow up with the C-Sec officer. Perhaps he'll be able to assist them in bringing Saren down.

Unfortunately, the ambassador's only contact with C-Sec is an officer named Harkin, who was recently suspended for drinking on the job.

Anderson rebukes the idea of enlisting Harkin's aid, saying he'll have nothing to do with such a pitiful degenerate.

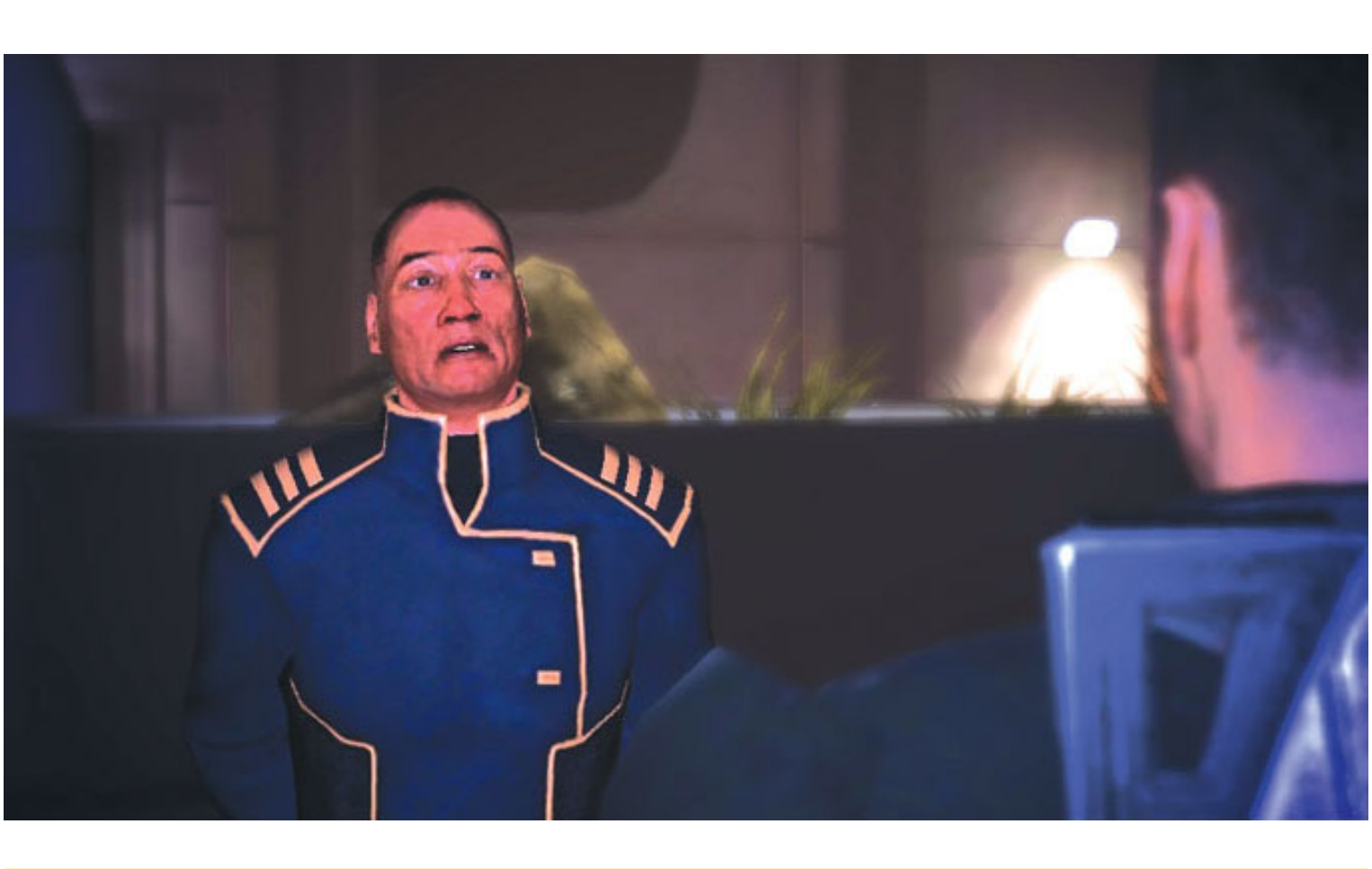
Udina has no problem with that; he no longer wishes Anderson to be involved in their investigation of Saren. Udina reiterates that Anderson's past history with Saren will only hinder their case.

Your response to this statement can net you morality points.

Anderson reluctantly agrees with Udina. He tells Shepard that Harkin can likely be found drinking himself silly at Chora's Den, a seedy hangout in the Lower Wards.

Ask the captain if he knows of any other leads. He advises you to speak with Barla Von, a volus known to work for the Shadow Broker.

The Shadow Broker deals in information and secrets, and there's a good chance he'll have some dirt on Saren.



Glossary: Volus

The volus are short and squat, almost round, aliens. They typically wear heavy clothing and breathing masks when not on their homeworld. They are members of the Citadel, but they are not part of the Council.

The volus are a turian "client race" (minority race subject to their government, but with full citizenship rights).

The turians have little interest in economics or financial matters, and the volus have come to fill the role of merchants and bankers in their society.

You may now question Captain Anderson about his past with the Spectre-gone-rogue. He says that 20 years ago, he and Saren were working on a mission to find and remove a known terrorist threat.

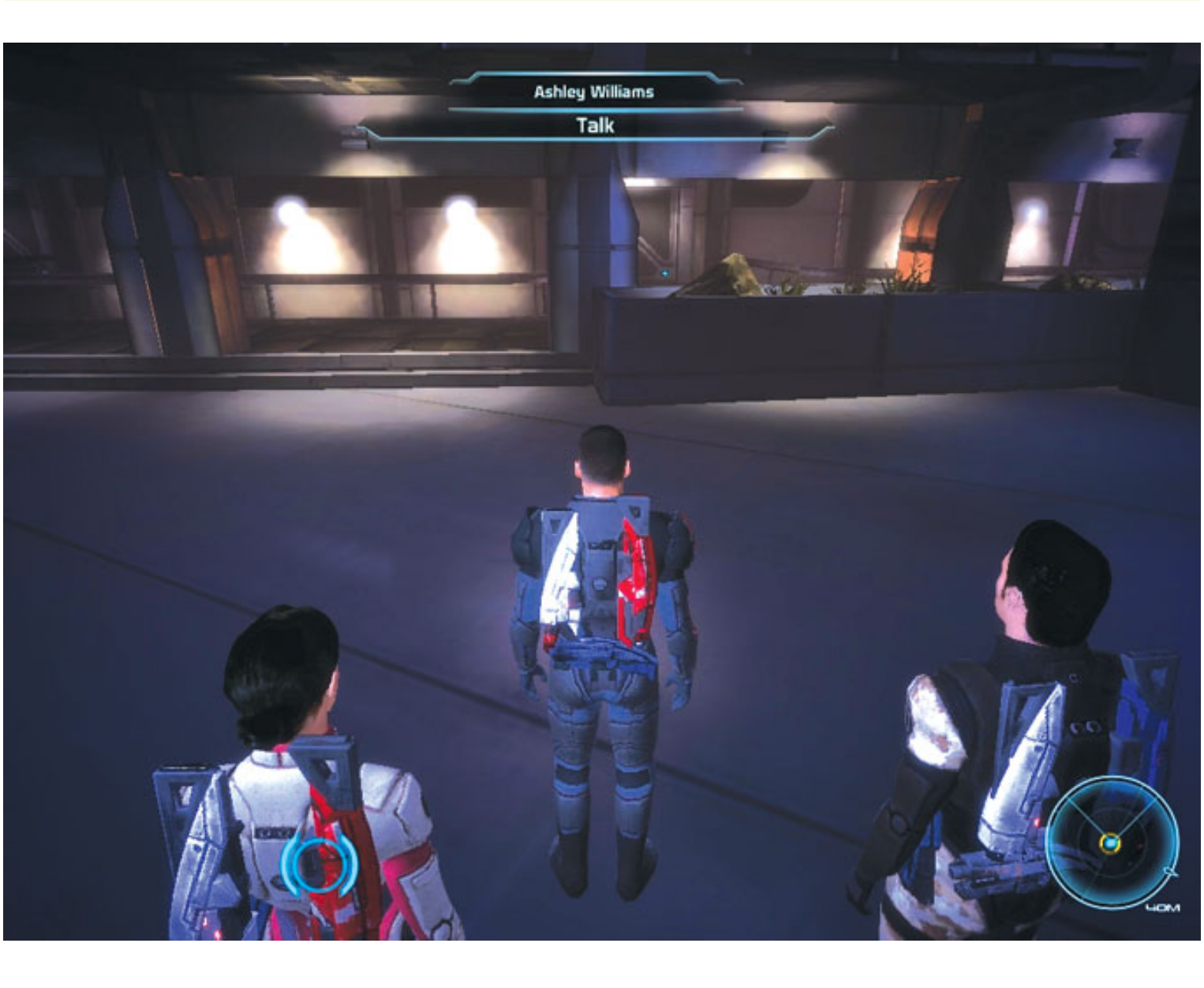
On that mission, Saren proved himself capable of cold, ruthless killing just to get a job done.

The Spectre completed his mission, but at the cost of hundreds of innocent lives. Anderson realized the type of turian Saren was that day.

Continue questioning Captain Anderson to learn much more about Spectres, the Council, Harkin, Barla Von, and a wide variety of related topics. Explore all options to uncover a new Codex entry.

Note

Captain Anderson rests easy at Ambassador Udina's office after this conversation draws to a close. Visit him there to go over each of the topics discussed during this dialogue again if you desire.



After you've finished speaking with Captain Anderson, you're free to carry out your investigation into Saren's guilt however you choose. You're given free run of the Citadel and may fully explore all of its levels.

Many optional assignments are available for undertaking at the Citadel, but your primary mission can only be advanced in one of two ways: speak with Harkin down at the Lower Wards, or visit Barla Von at the Presidium.

The choice is entirely up to you.

For the purposes of this walkthrough, we guide you to see Barla Von.

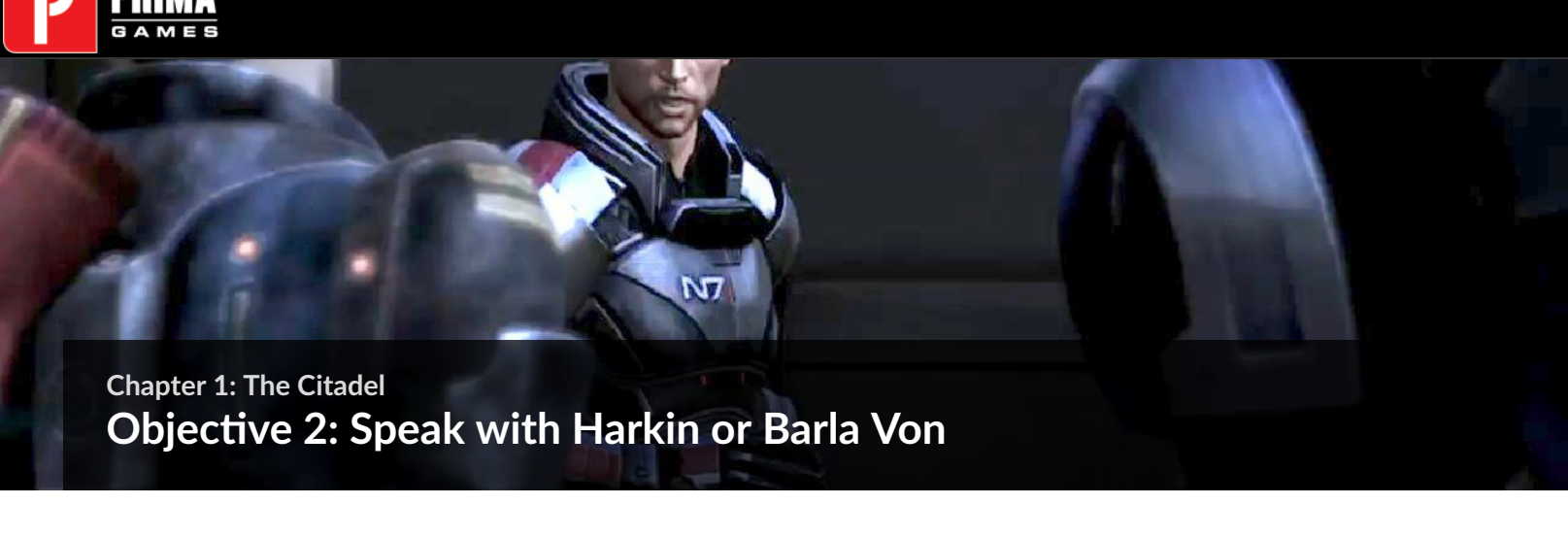
Note

Now that you're free to explore the Citadel, you can undertake a wide variety of optional assignments to gain supplementary items, credits, and XP.

Exploring these assignments lets you accumulate Codex entries and morality points as well.

See the tables and maps near the start of this walkthrough segment for quick-reference info on where to find each optional task, Codex entry, and morality point opportunity in the Citadel.

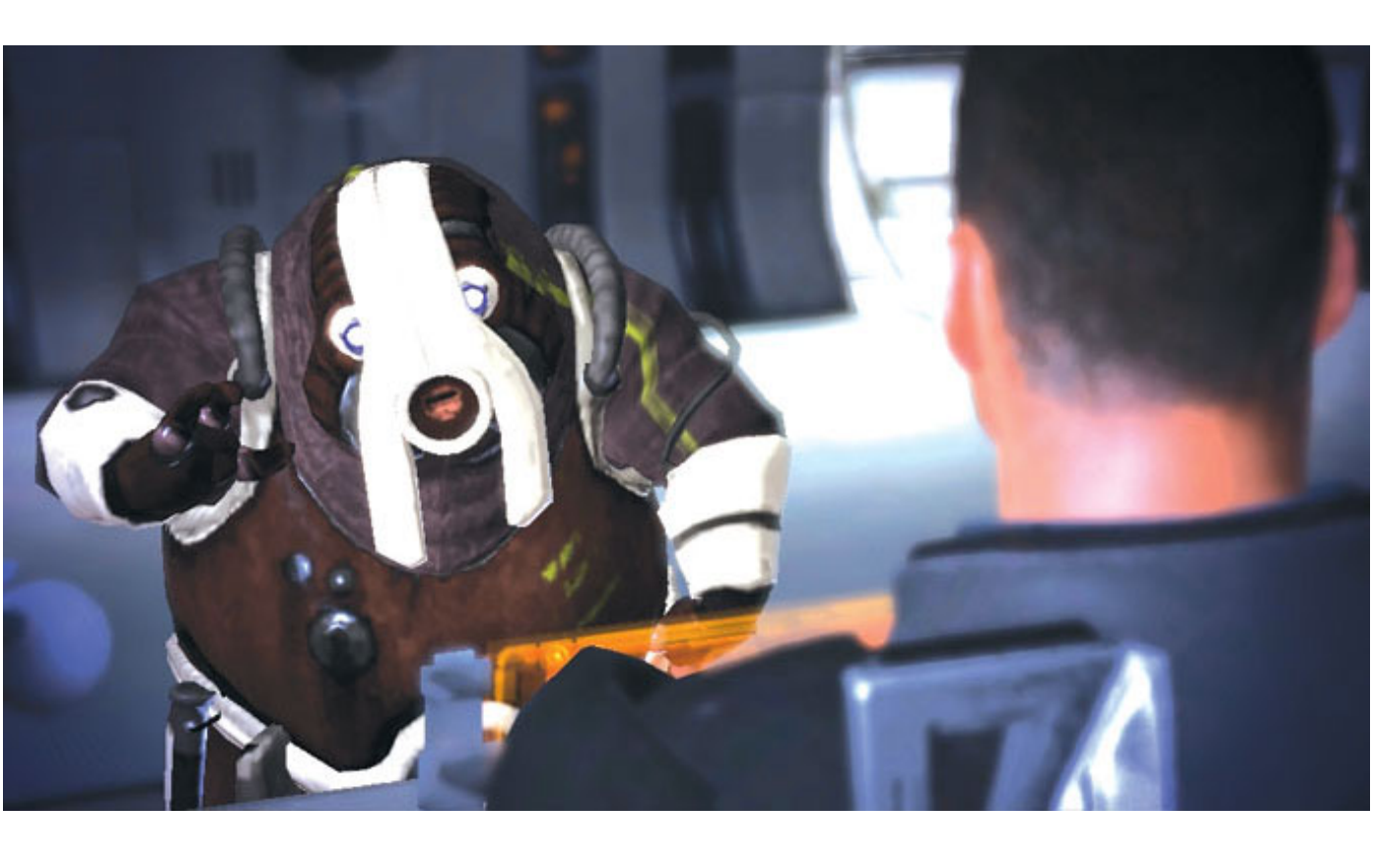
Refer to the Spectre Assignments section that follows the walkthrough for in-depth looks at all optional assignments.



Chapter 1: The Citadel

Objective 2: Speak with Harkin or Barla Von

The Shadow Broker's Agent



Visit the bank at the south end of the Presidium to speak with Barla Von, a volus whom you've been told works for the Shadow Broker.

Surprisingly, Barla Von is happy to help with Shepard's investigation and asks no form of payment in return. It seems Saren has angered the Shadow Broker and has thus become a target of his fire.

The Shadow Broker has even gone so far as to hire a krogan mercenary to deal with the situation, and Barla Von advises that you speak with this krogan to learn more.

The krogan is investigating matters at Citadel Security and Barla Von advises you search for him there. This conversation with the Shadow Broker's agent earns you a new entry for your primary Codex.

Glossary: Krogan

A large, brutish race of reptiles, the krogan are cruel and ruthless. Considered by some the "evil" species of the galaxy, they seem to have a deep hatred for almost all other species.

They can live for several centuries and were once capable of producing hundreds of offspring, making them one of the fastest spreading and most numerous species in the galaxy.

During the Krogan Rebellions, however, the turians killed vast numbers of krogan and deployed a genetically engineered bioweapon that makes only one in 1,000 krogan pregnancies viable.

Glossary: Harkin and Chora's Den

Assassin
Kaidan
Shepard
Ashley

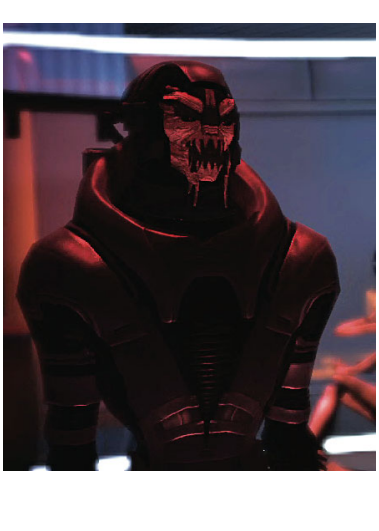
Even if you speak with Barla Von first, you can still have a chat with the suspended C-Sec officer down at Chora's Den—provided you don't hurry off to meet the krogan mercenary first.

Beware, however: You're attacked by a small team of **turian assassins** , who lie in wait just outside Chora's Den.

The assassins get the drop on you and immediately open fire; seek cover by crouching down and pressing Shepard's back against the surrounding low walls.

When you're in a defensive position, retaliate with powerful abilities and heavy gunfire.

Turian Assassin



Soldier

Rating: Sub-Boss

Resistances: Combat

Weaknesses: Tech

Powers:

- Carnage
- Overkill
- Shield Boost
- Immunity

Infiltrator

Rating: Elite

Resistances: Tech

Weaknesses: None

Powers:

- Sniper Beam
- Overload
- Sabotage

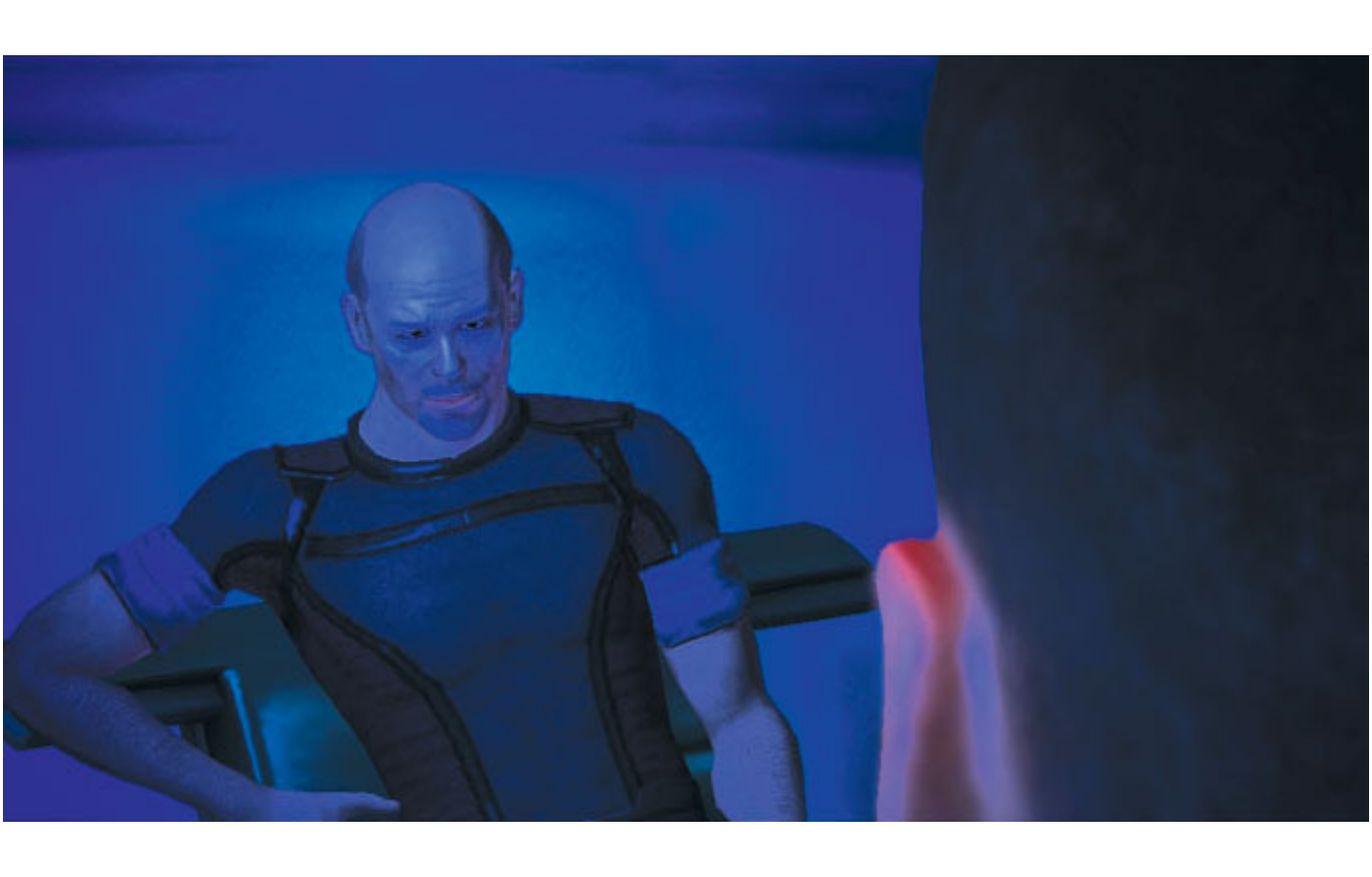
Though their skill levels do vary, most turian assassins are accomplished killers who are no strangers to heated battle.

They exhibit strong fundamental combat technique, and they're often equipped with more than enough firepower to get the job done.

Treat these formidable combatants with due respect and avoid making yourself an easy target for their heavy weapons fire.

Enter Chora's Den after defeating the assassins and look for Harkin, a man sitting by himself, drinking his cares away.

Question the man about Garrus, but don't expect a fast answer: The drunk first asks if you knew that Captain Anderson was once a Spectre—the first human Spectre, apparently. It didn't last long, though.

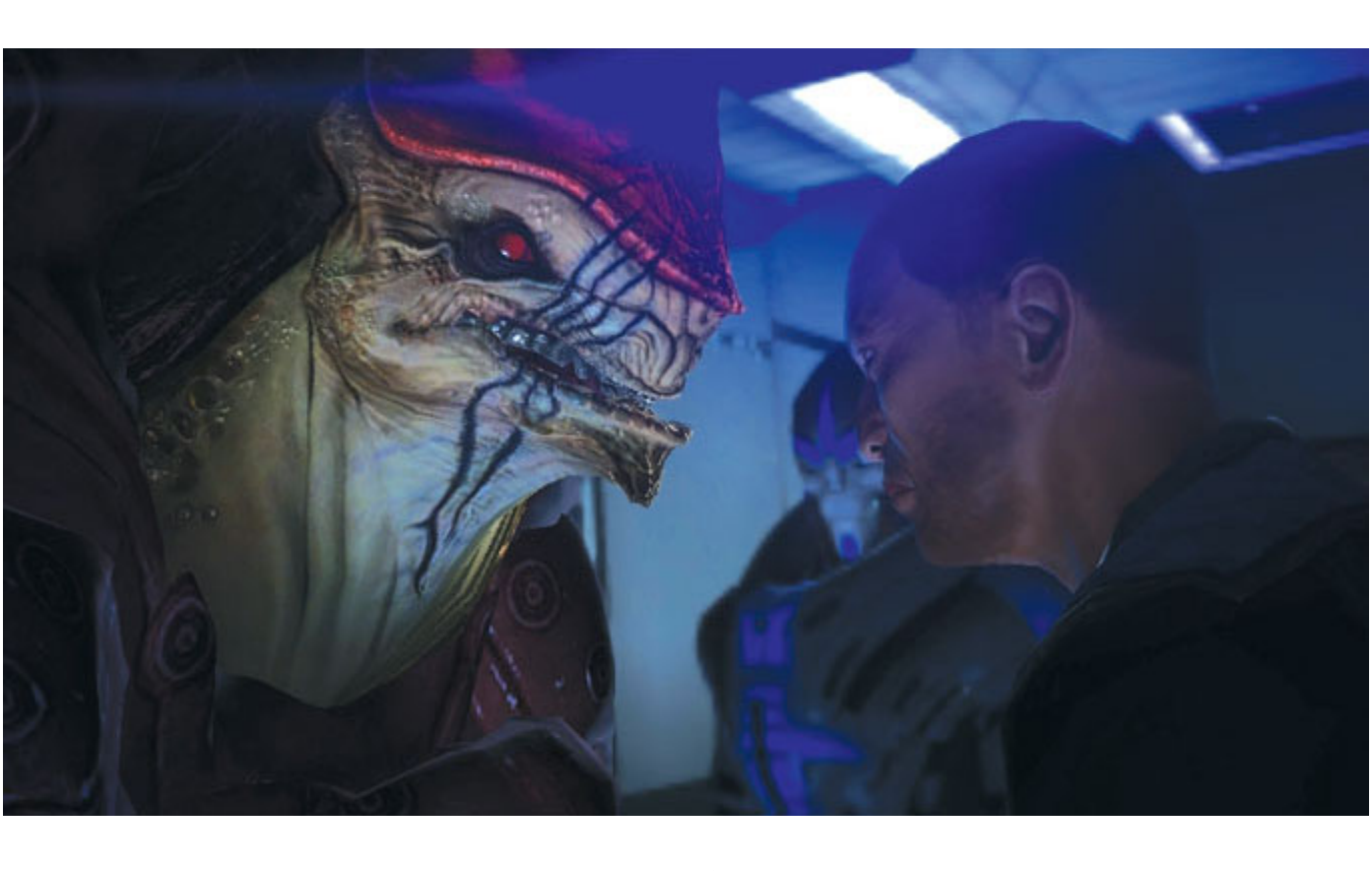


His appointment was never made public, and Anderson was kicked out of the Spectres after his first assignment went south. Saren was involved, but Harkin won't say any more about it. You'll have to ask the captain himself.

Harkin finally makes with the details: Garrus was on his way to the Upper Wards' med clinic to speak with the doctor.

Probe deeper to get Harkin's personal input on C-Sec and Garrus. Or simply leave the sorry soldier to drink a hole in his liver.

Wrex and C-Sec



Use one of the Presidium's Rapid Transit terminals or ride the area's northeast elevator to reach Citadel Security. Find a burly krogan named Wrex standing near an elevator leading to the station's docking bays.

The krogan is being harassed by a few C-Sec officers, who warn him to keep out of trouble. The officers eventually leave Wrex alone, and the krogan approaches Shepard.

It seems that Wrex and Shepard may share a common goal. The krogan has been hired by the Shadow Broker to take down a man named Fist, who operates a seedy bar called Chora's Den in the Lower Wards.

Wrex says Fist betrayed the Shadow Broker when a quarian on the run went to Fist for protection.

Apparently, the quarian has some sort of evidence that proves a connection between Saren and the geth.

The quarian was intending to sell this information to the Shadow Broker, but instead of contacting the Shadow Broker, Fist went to Saren. The quarian's life now lies in jeopardy.

Glossary: Quarians

A nomadic race of humanoid aliens, the quarians are about a foot shorter and of a somewhat slighter build than humans.

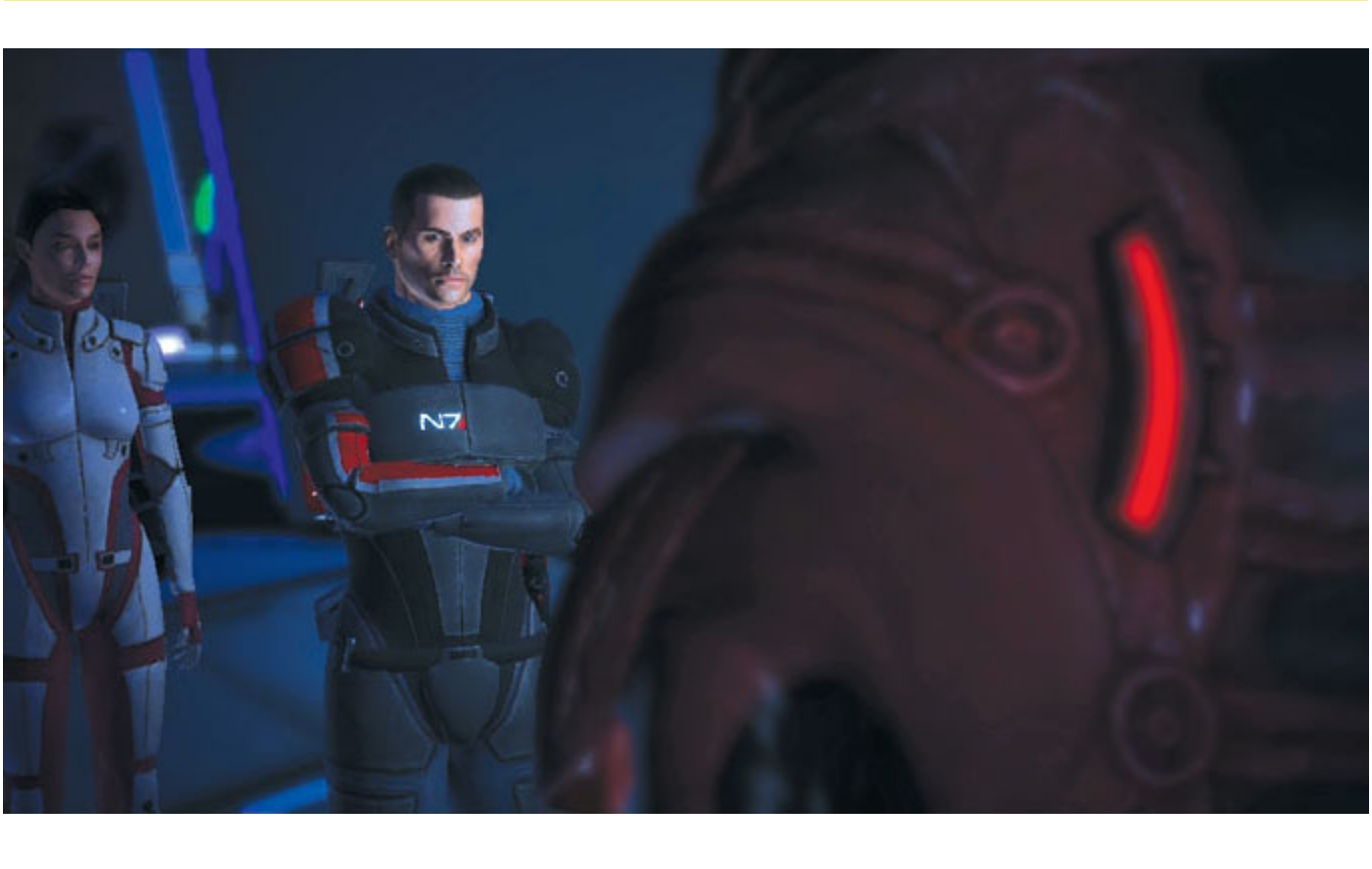
They dress in a motley assortment of rags and cloth that covers their entire body. They hide their faces behind goggles and a breathing apparatus.

Some believe the quarians are cybernetic: a blend of machine and biology that can actually survive time in the cold vacuum of space.

Others believe the quarians are simply so used to living on their substandard, makeshift space stations that they never remove their space/survival suits. Everything about their appearance has a secondhand feel.

The quarians created the geth AIs. When the geth began to rebel, the quarians attempted to exterminate them. The geth won the war, leaving the quarians with nothing more than a tattered fleet.

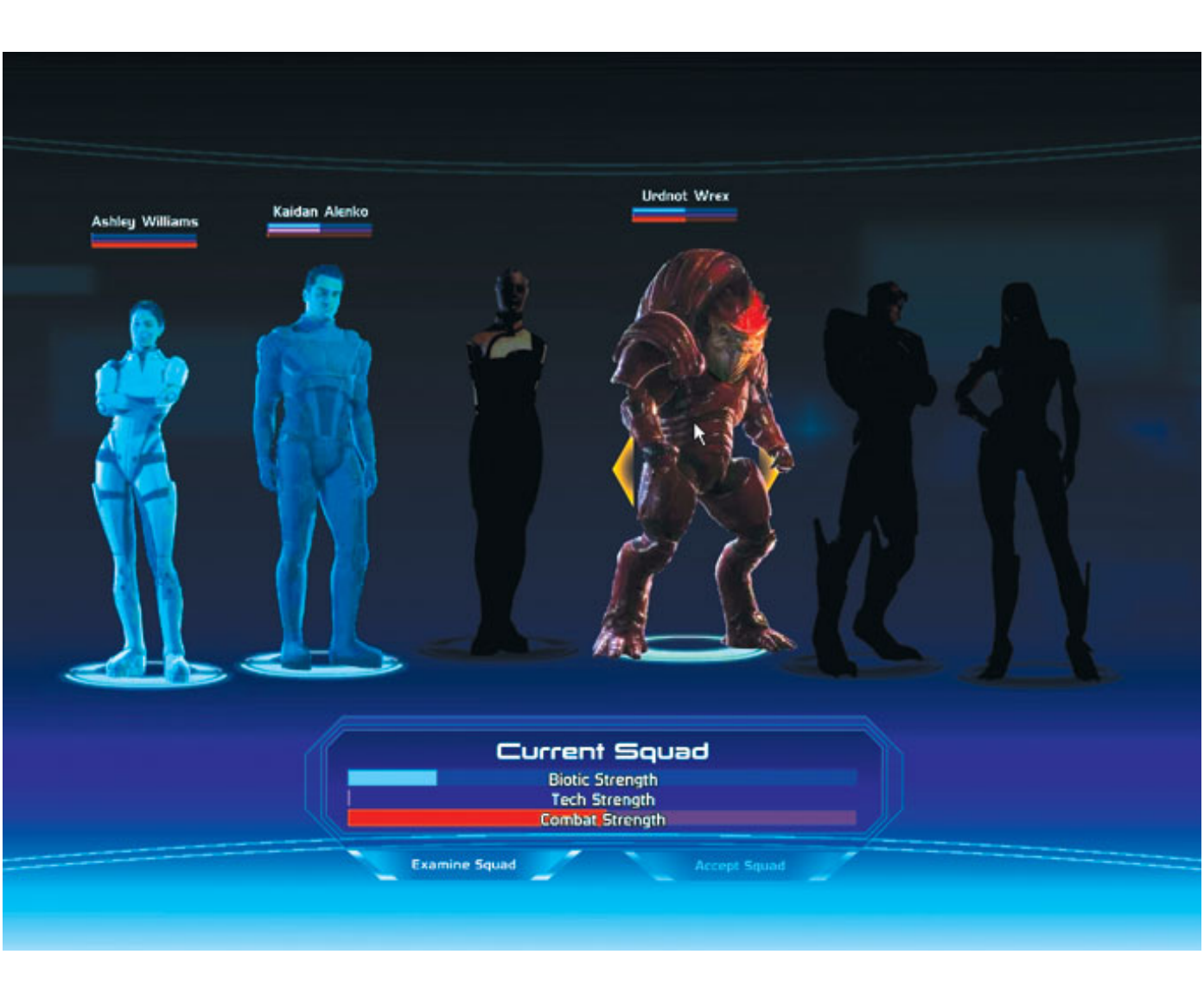
Most other races look down upon the quarians, both for their rootless wandering and for introducing the presence of runaway AI to the universe.



Wrex believes the quarian is still being held at Fist's offices in Chora's Den. There may yet be time to save the quarian and retrieve the evidence she's holding against Saren, but they've got to move fast.

Ashley reminds Shepard about the turian C-Sec officer Garrus, hinting that he may be able to help them.

Mention that Garrus could be useful and Wrex tells you that the turian was headed to speak with a doctor in the Upper Wards' med clinic.



Wrex joins your group when the conversation draws to a close. An entry is added to your primary Codex as well. You now face a difficult choice: Only two squad mates may travel with Shepard at a time.

Wrex is a powerful combatant and has a vested interest in bringing down Fist, so it's a good idea to bring him.

Ashley's raw combat ability makes her an ideal choice for the conflicts to come as well. Of course, the choice of who to bring is entirely up to you.

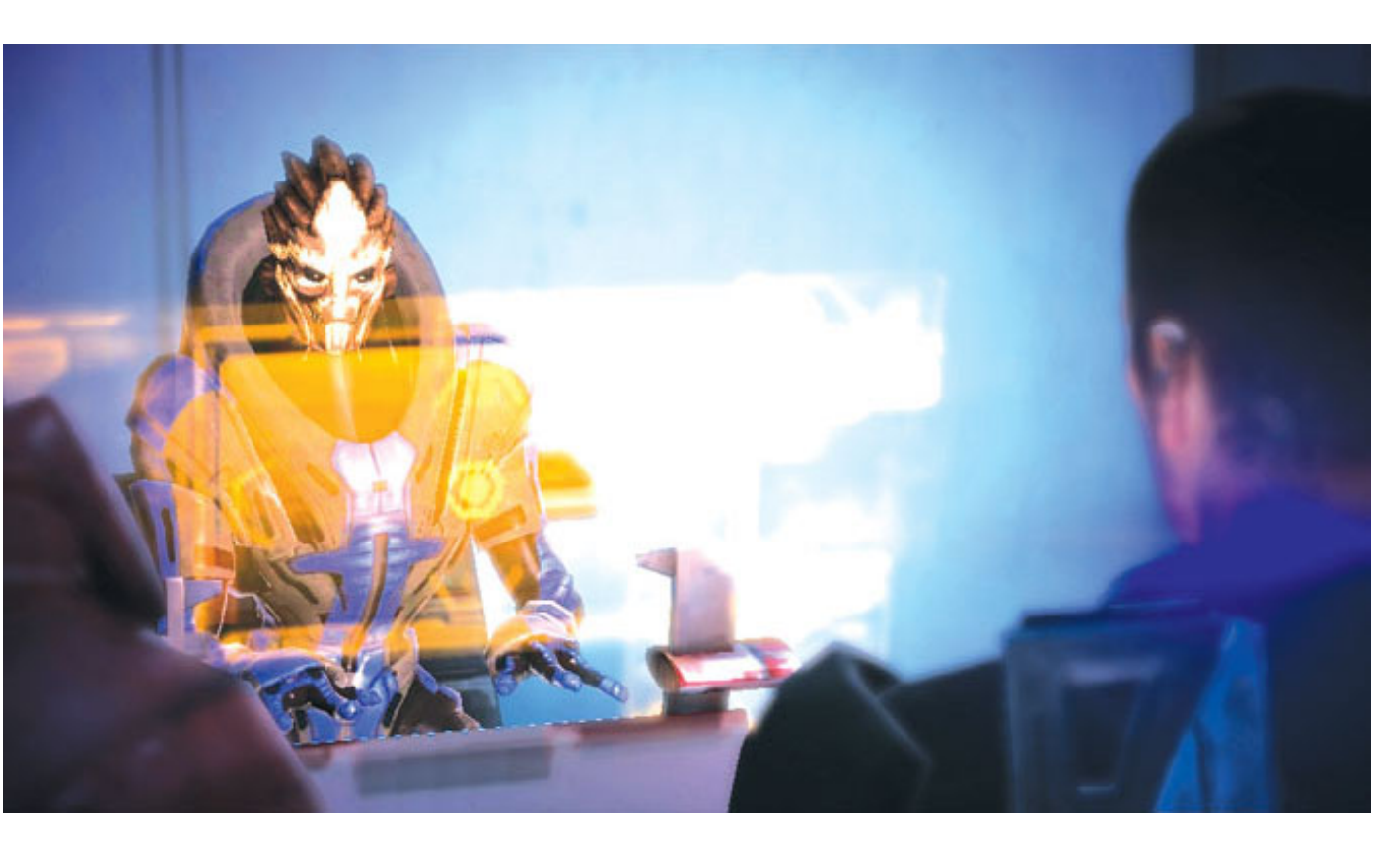
Note

If you fill your squad with Ashley and Kaidan, you can participate in a special cutscene while visiting the Upper Wards.

Before visiting the med clinic, approach the central balcony and observe the scenic view to get the humans' personal take on life at the Citadel.

There's really no reason not to do this, as you'll have a chance to change your squad mates shortly after meeting Garrus at the med clinic. You can add Wrex to your active crew then if you like.

C-Sec Requisition's Officer

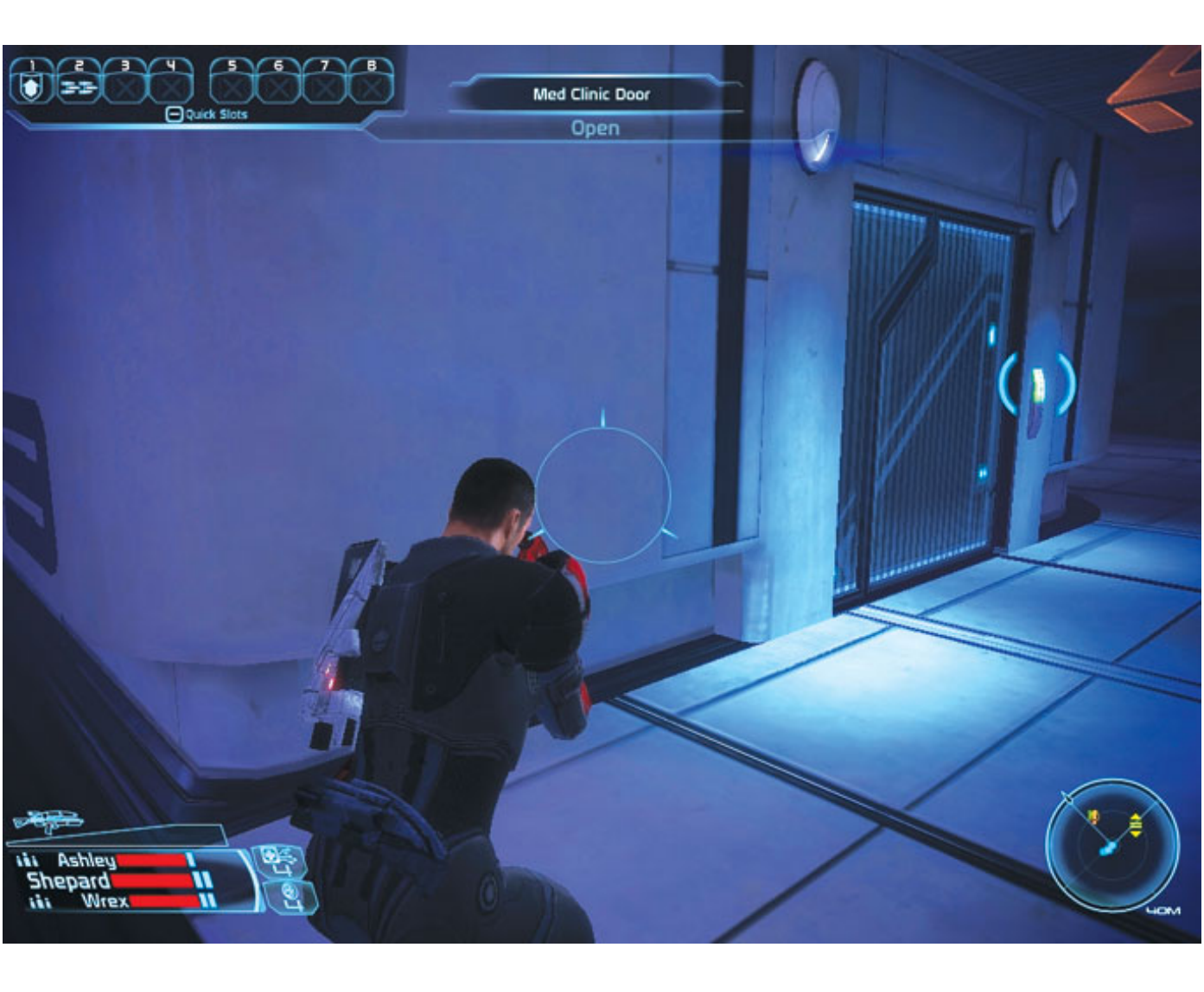


After teaming up with Wrex, you may want to pay a quick visit to the nearby Requisitions Office and see what the Req Officer has for sale.

You'll soon be walking into an intense firefight and it helps to make sure your squad is well outfitted beforehand.

If nothing else, you can pick up the Aldrin Labs manufacturer's license for just a few credits, and expand the Normandy Req Officer's wares.

Garrus and the Doctor



The Upper Wards' med clinic is your next destination. Sprint down C-Sec's southern stairs to reach an elevator that brings you to the Lower Wards.

Once there, travel west up another flight of stairs to visit the Upper Wards. The med clinic is to the east, just behind the stairs. Save your game and then enter the med clinic ready to fight.

Entering the med clinic, Shepard and company overhear the resident doctor being harassed by a group of armed thugs. They remind her to keep quiet about something, especially if Garrus should come poking around.

The men suddenly notice Shepard, and one of them quickly takes hold of the doctor.

Before anyone can act, Garrus pops out from a corner and fires one perfectly aimed bullet into the ruffian's head, freeing the petrified doctor.

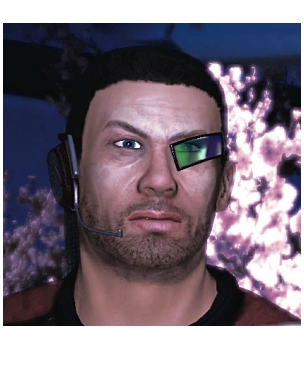
Quick Slots
Thug
Ashley
Shepard
Wrex
40M

Startled, the remaining thugs draw arms, intent on putting up a fight. There's no talking your way out of this situation, so hurry and take cover behind the low wall ahead.

Remember that your weapon must be drawn to press Shepard's back against cover, and that you must press [Ctrl] to crouch up behind low walls.

Don't forget about your squad's combat abilities or to heal your team with Medi-Gel when their health runs low.

Thug



Rating : Minion

Resistances : None

Weaknesses : None

Powers

- None

Thugs are basic criminal lackeys. Most are simple ruffians with light armor, basic weaponry, and minimal combat training.

Quick Slots
Thug
2025
XP
Ashley
Shepard
Wrex
40M

Assault rifles and shotguns work well in the confines of the med clinic, but even a pistol can tear through these thugs' weak shields and armor.

Duck out and focus on picking off one enemy at a time, retreating to cover whenever you start drawing heavy fire.

If the thugs rush forward to flush you out, ready your shotgun and blast them away. Biotic and Tech powers that hamper the thugs' advance are quite useful, as are combat-oriented powers such as Marksman and Overkill.

Tip

If a chance permits, fire on the fire **containment system** toward the rear of the lab. Thugs camping out near this volatile object will suffer greatly.

Tip

Use the nearby **aid station** to replenish your Medi-Gel supply after the fight.

Secure the med clinic to end the threat posed by the thugs. Speak with Garrus and Dr. Chloe Michel afterward to learn that they're both alright.

Your response to Garrus's taking a shot at the thug who was holding the doctor captive can net you a few morality points.

Question the doctor about her attackers. She tells you the men had been working for Fist, a former agent of the Shadow Broker, who sent his thugs to keep the doctor quiet.

Apparently, Michel had recently treated the quarian for a gunshot wound and had sent her to Fist when the quarian asked for a means of contacting the Shadow Broker.

However, Fist chose to contact Saren instead of the Shadow Broker, intending to turn the quarian over for what must have been a tremendous reward.

Fist must now be attempting to remove all links between himself and the quarian to reduce the chances of drawing the Shadow Broker's ire.

It's now quite clear that the information possessed by the quarian must prove a strong link between Saren and the geth—why else would Saren cross the Shadow Broker to see her dead?

Garrus insists that he be allowed to join Shepard in rescuing the quarian and bringing down Saren.

Probe deeper into Garrus's motives to learn that he views Saren as a traitor to the Council and a disgrace to the turian race. Decide to let Garrus come along to add him to your party.

Note

Once again, you must choose which squad members to bring along with you in your assault against Fist's offices. We recommend bringing Wrex and Garrus, as they're more closely tied to the story than Ashley or Kaidan.

This also makes for a somewhat balanced assault group, assuming you're playing a default (soldier-class) Shepard.

Whomever you choose to bring, make sure to visit the Squad menu afterward and check that all of their Talent Points have been allocated.

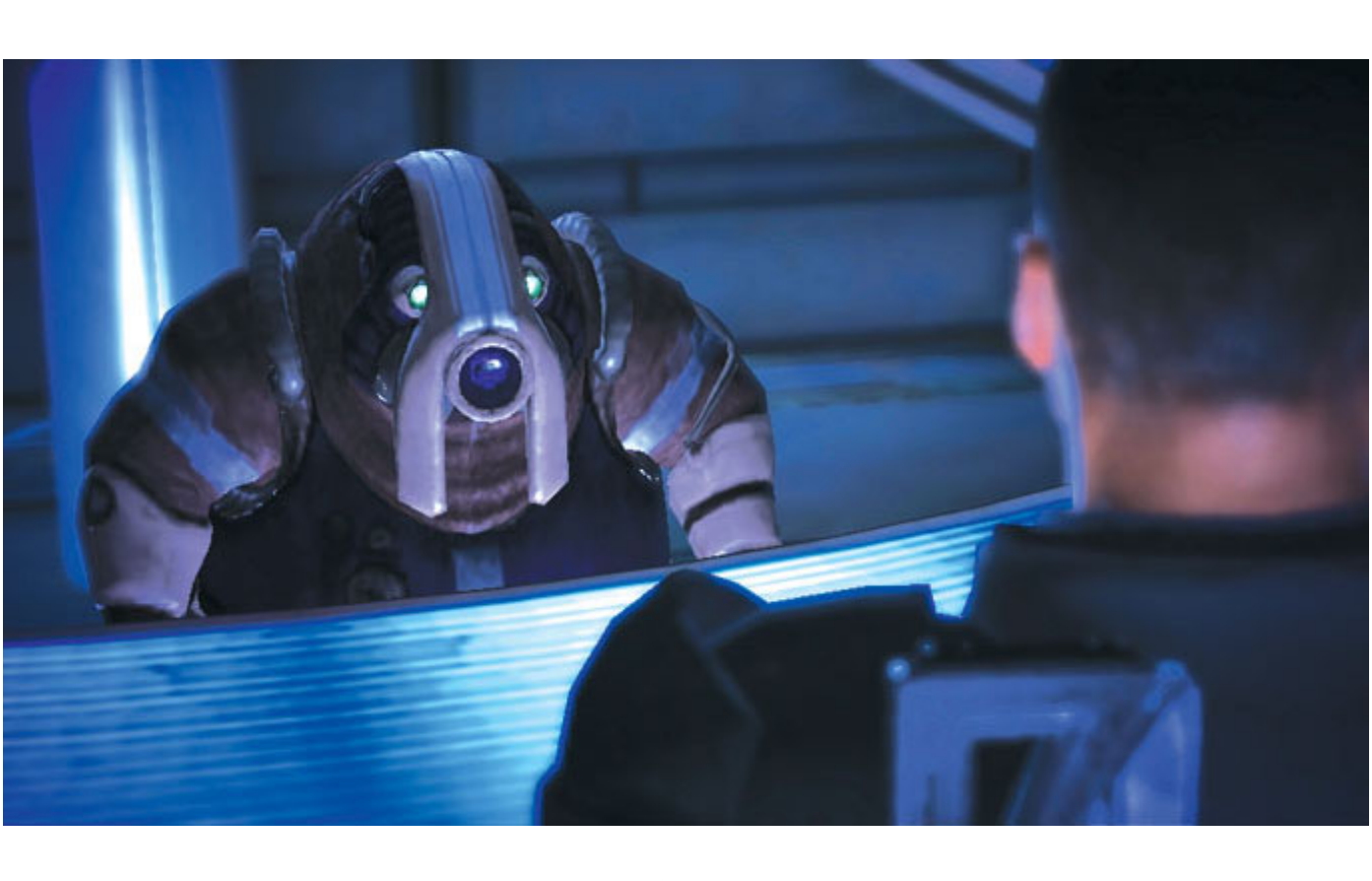
Note

If you've yet to meet Wrex and add the krogan to your party, Garrus now informs you of the bounty hunter's role in this whole mess. Pay a visit to Citadel Security and speak with the krogan to add him to your crew.

Shopping the Wards

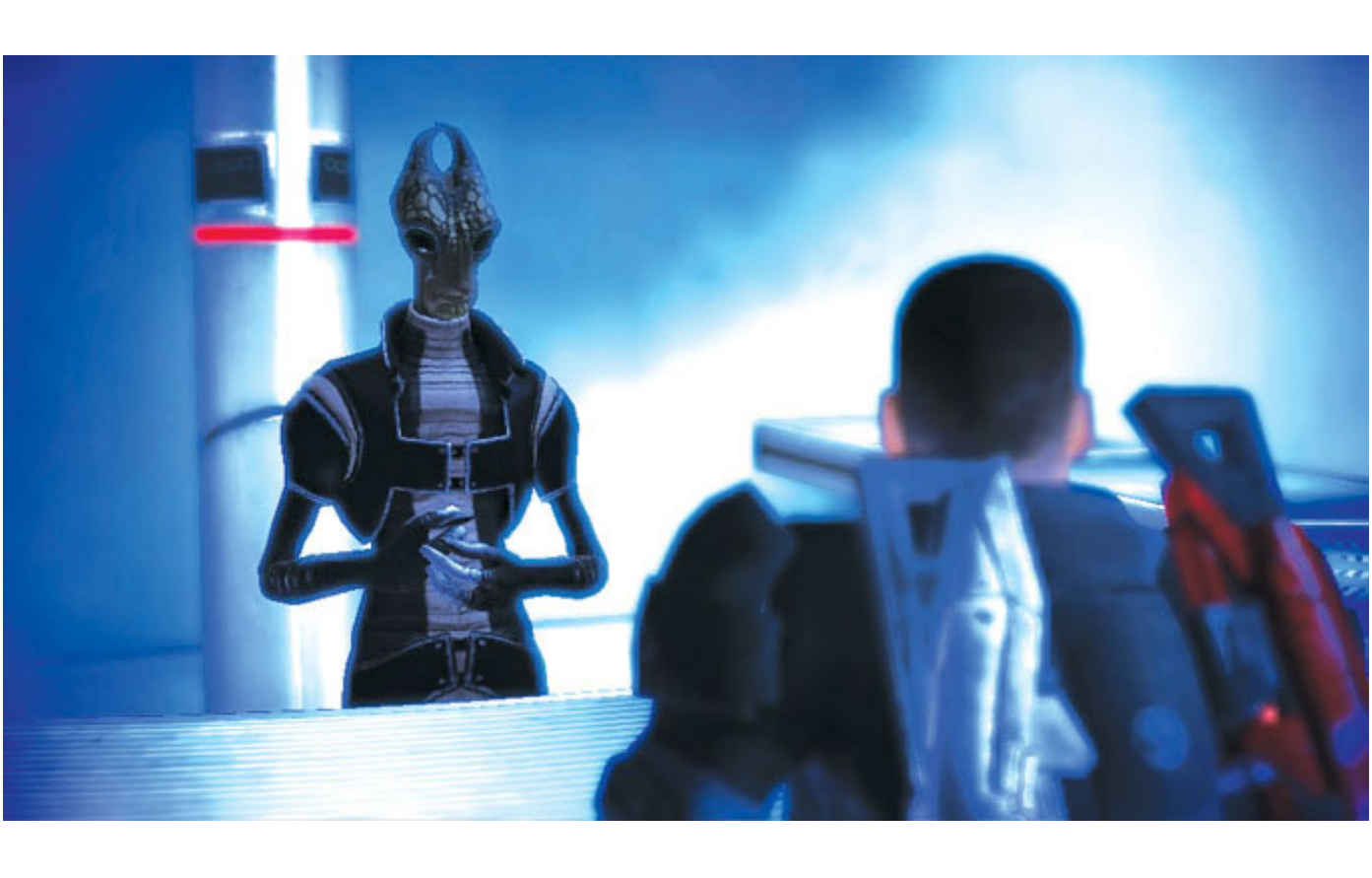
Before leaving the med clinic, speak with Doctor Michel a second time for a chance to learn more about her. She can also now offer to sell you armor upgrades and medical supplies if you're interested.

Consider purchasing First Aid interfaces for some of your squad mates to provide them with a natural (albeit slow) healing factor.



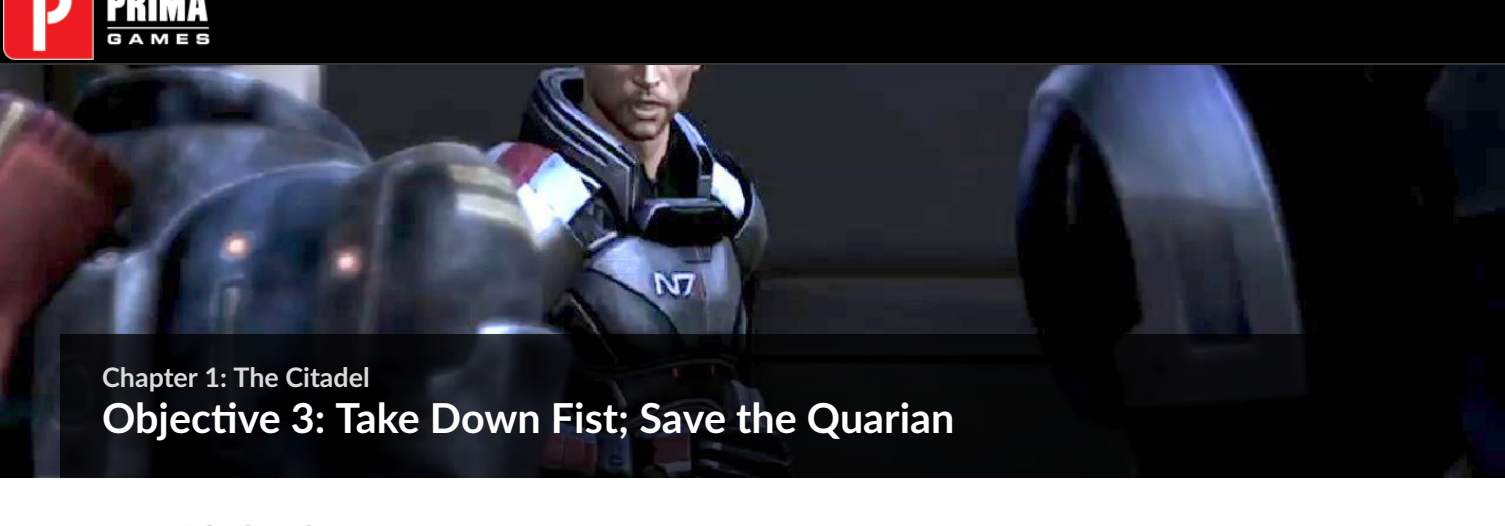
If you're still in the shopping mood, head to the Upper Wards' west side and speak with Expat, a squat volus who offers a variety of wares, including another manufacturer's license.

Question Expat about the colonies to learn about two planets you'll eventually visit: Feros and Noveria. Doing so nets you two more primary Codex entries related to those planets.



Take the stairs near Expat's store to descend to the western half of the Lower Wards. You're close to Fist's bar now, but consider visiting a nearby shop to gear up before heading into the fray.

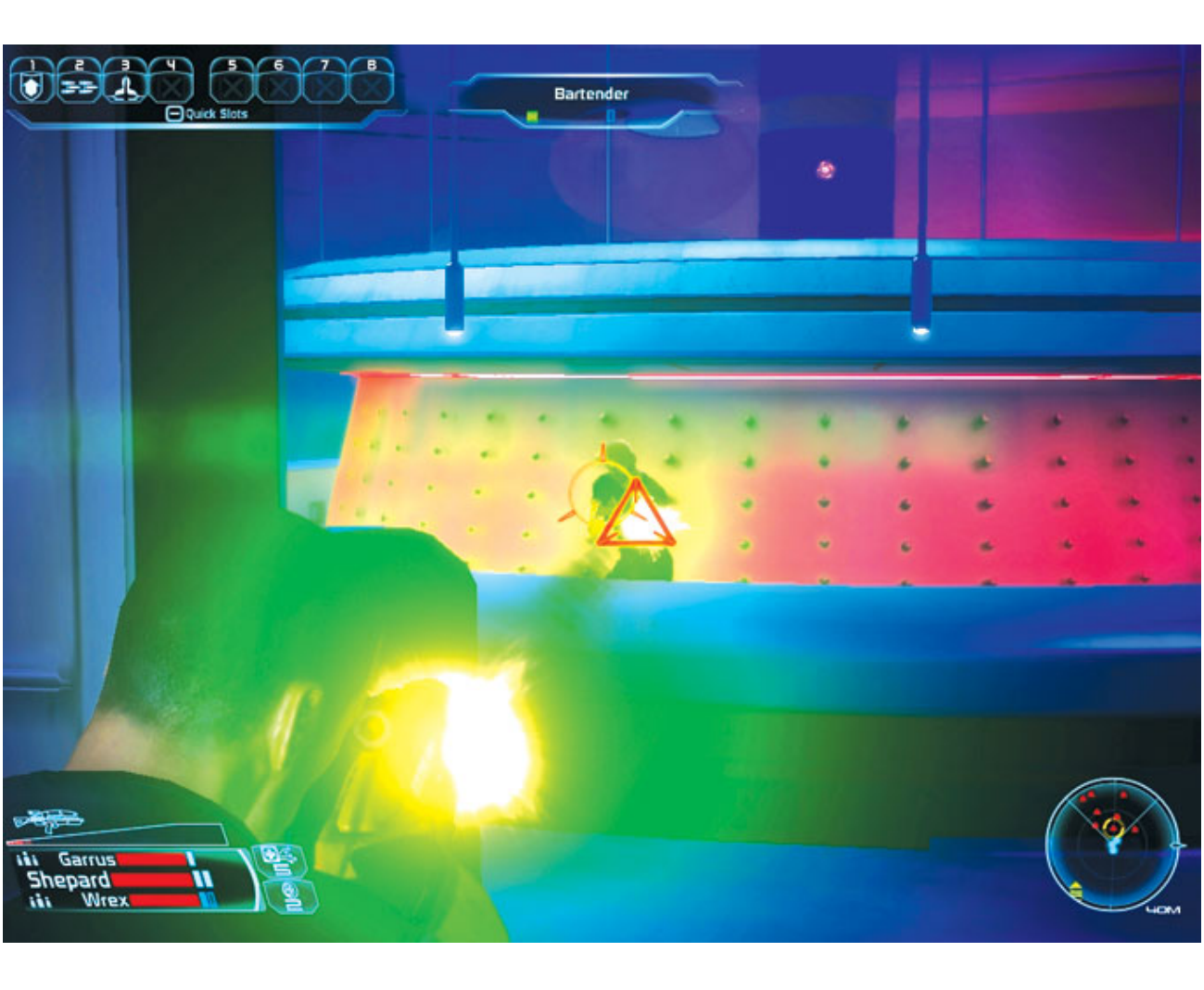
The shop owner—a skinny salarian named Morlan—doesn't offer much in the way of small talk. Instead he offers a tantalizing array of limited-stock weaponry and gear. Don't miss out on that Elanus Risk Control license!



Chapter 1: The Citadel

Objective 3: Take Down Fist; Save the Quarian

On with the Show



Travel north from Morlan's store in the Lower Wards to access Chora's Den, a seedy bar run by the villain Fist.

Save your progress before approaching the bar: Fist knows you're coming, and many more of his thugs lie in wait with weapons drawn.

Avoid storming into the bar or you'll fall under heavy fire. Press Shepard's back against one side of the doorway leading into the bar instead, poking around the corner with a pistol or assault rifle to pick off each thug in turn.

Caution

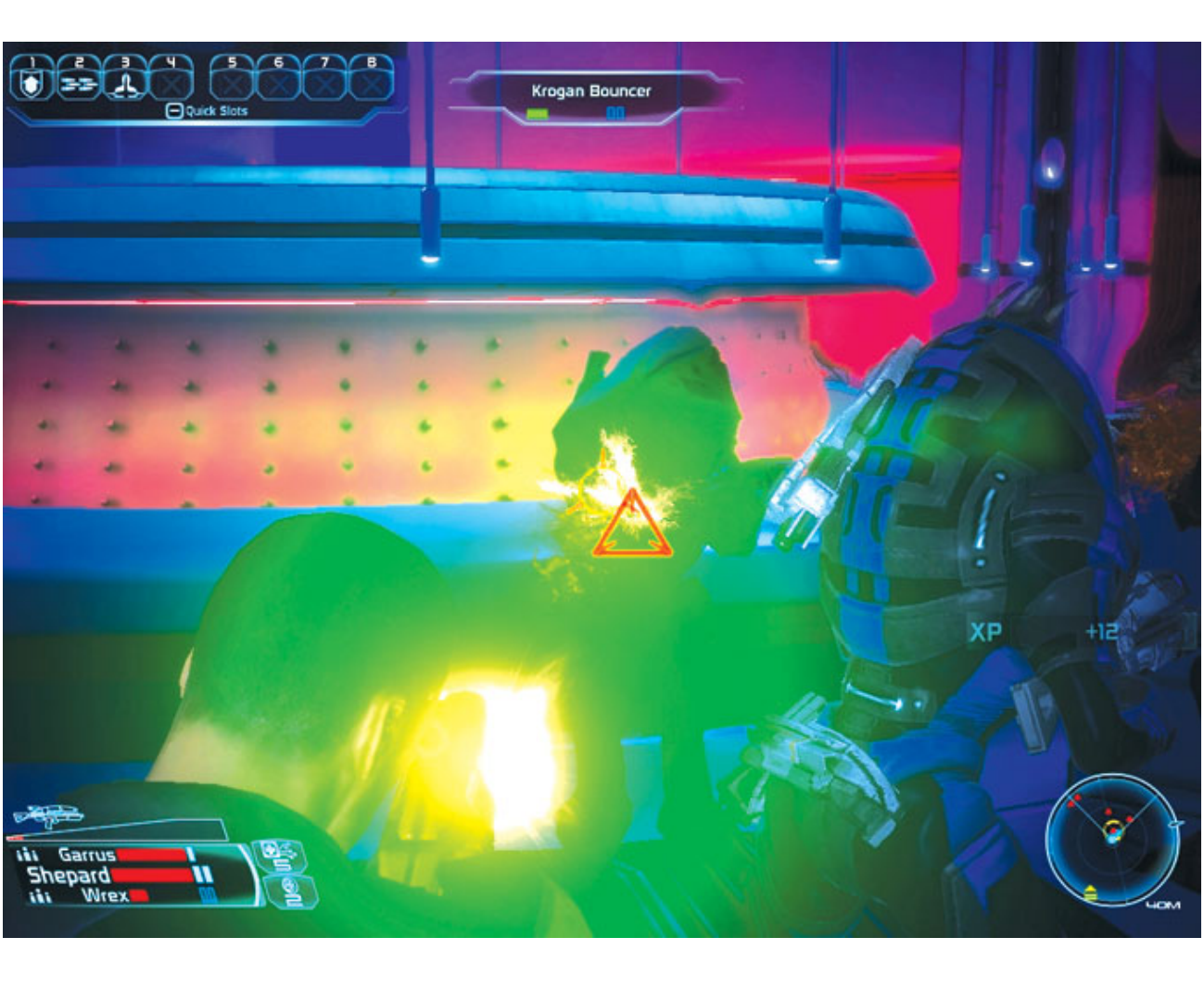
The assault on Chora's Den is quite intense. Consider exploring some of the Citadel's many optional assignments before moving to take down Fist.

This helps your team level up, granting them access to a broader range of powerful abilities.

Tip

Your squad mates may become overzealous as you approach the doorway, rushing into the bar and quickly becoming overwhelmed. Immediately fall back if this occurs, pressing [A] to ensure your team follows suit.

On your next approach, hit [Z] to order your squad mates to hold their ground near the doorway until you've managed to thin the enemy ranks. Then hit W to send your squad into the bar for cleanup duty.



One of Fist's guards is a formidable krogan bouncer, an adversary on par with a krogan trooper. The bouncer typically stays at the far end of the bar, which allows you to pick off many of the lesser thugs before drawing his ire.

Be careful when fighting the krogan: He has the ability to regenerate after falling in battle, coming back from the brink of death in a furious rage. Keep your distance and don't let the krogan out of your sight until you're certain he's been killed.

Krogan Trooper

Rating: Elite

Resistances: Combat, Biotics

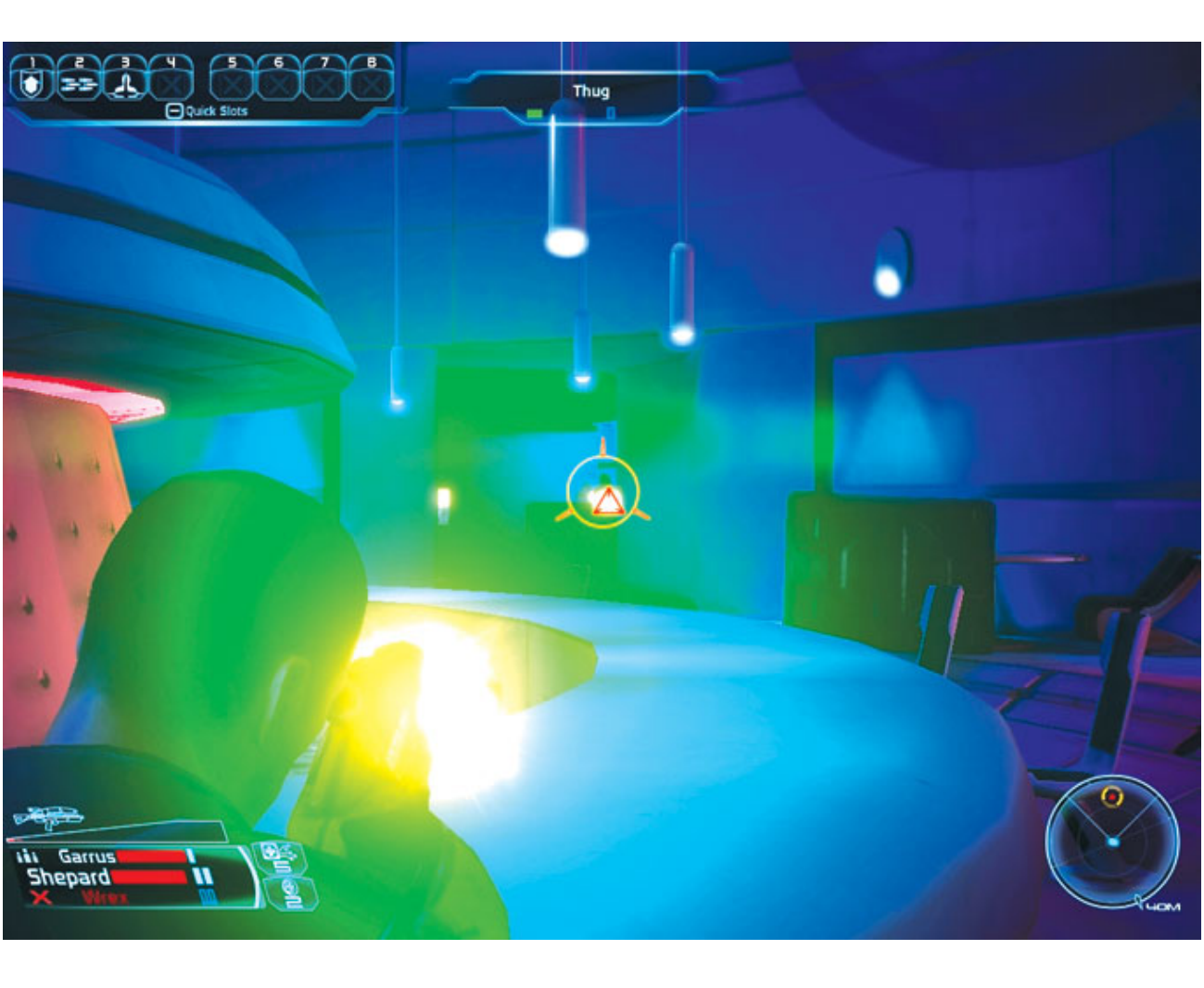
Weaknesses: Tech

Powers:

- Immunity
- Krogan Regeneration
- Krogan Smash
- Shield Boost
- Overkill

Though lowest in the krogan pecking order, troopers are still fierce combatants with a variety of special powers.

Their natural regeneration ability catches unwary enemies off guard, often granting the krogan the time it needs to close in for the kill.



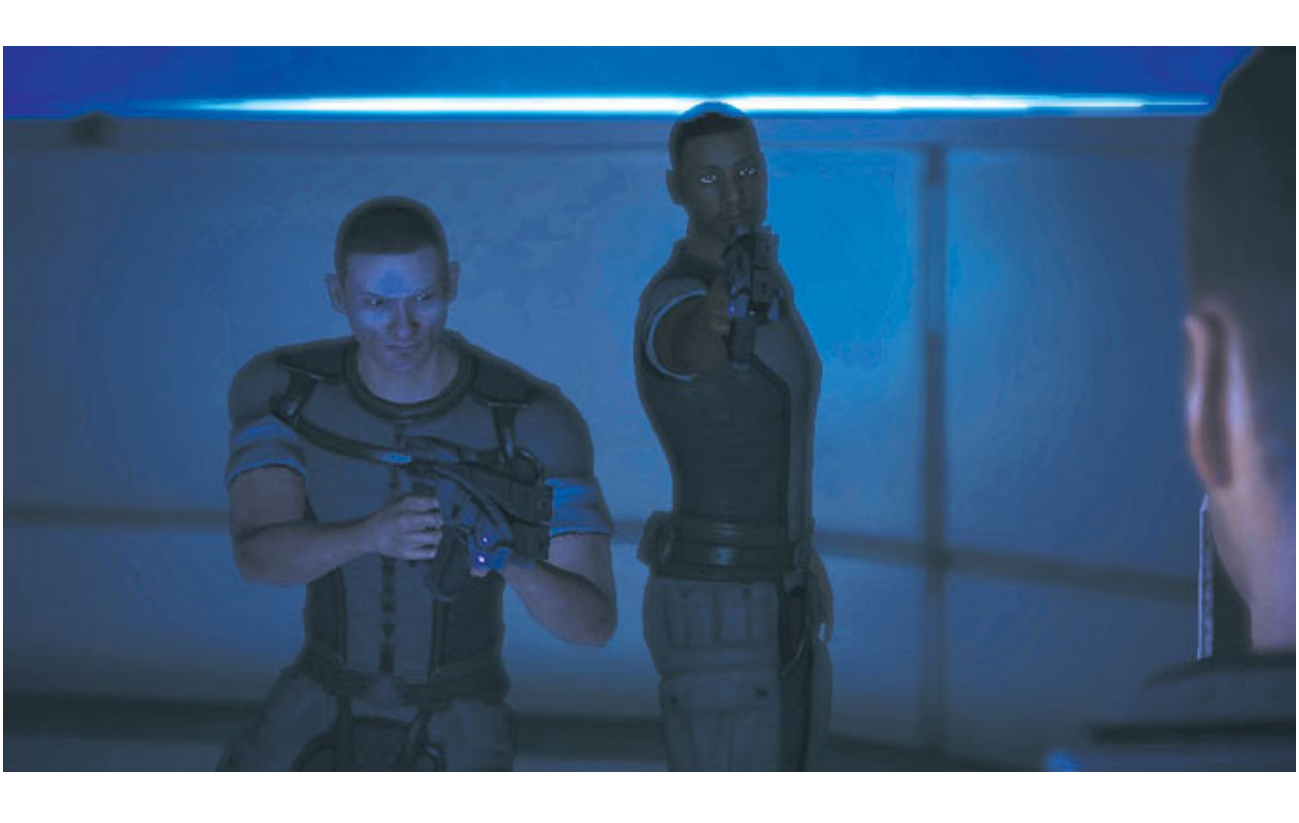
After securing the bar, make your way to the back rooms and hallways that lead into Fist's office. Eliminate the remaining thugs who make their final stand here.

Obliterate them in short order by targeting the volatile fire containment system positioned nearby.

Note

Don't worry if you have any active assignments that are supposed to play out at Chora's Den. The place is a mess right now, but you'll be able to revisit it later to complete such assignments if you wish.

Warehouse Workers



Beyond the final group of thugs, two lowly warehouse workers are taken by surprise when Shepard's crew comes storming into their midst. The workers draw pistols but are obviously not looking for a fight.

If you've devoted talent points to either Shepard's Charm or Intimidate skills, you can diffuse this scenario without bloodshed.

Charm the workers if you're playing a Paragon Shepard, or, if you're a Renegade, Intimidate them to convince them to flee the scene.

Either option earns you morality points as appropriate to the type of persuasion you employ.

Tip

Open the nearby weapon locker for goods if you're able to decrypt its simple lock.

Tip

Take the opportunity to wait in the hall outside Fist's office so your team can rest up and recover the use of their powers and abilities.

Fist

Rating: Sub-Boss

Resistances: Combat

Weaknesses: None

Powers:

- Marksman
- Shield Boost
- Immunity

Turret

Rating: Elite

Resistances: Combat Biotics (Physics Immune)

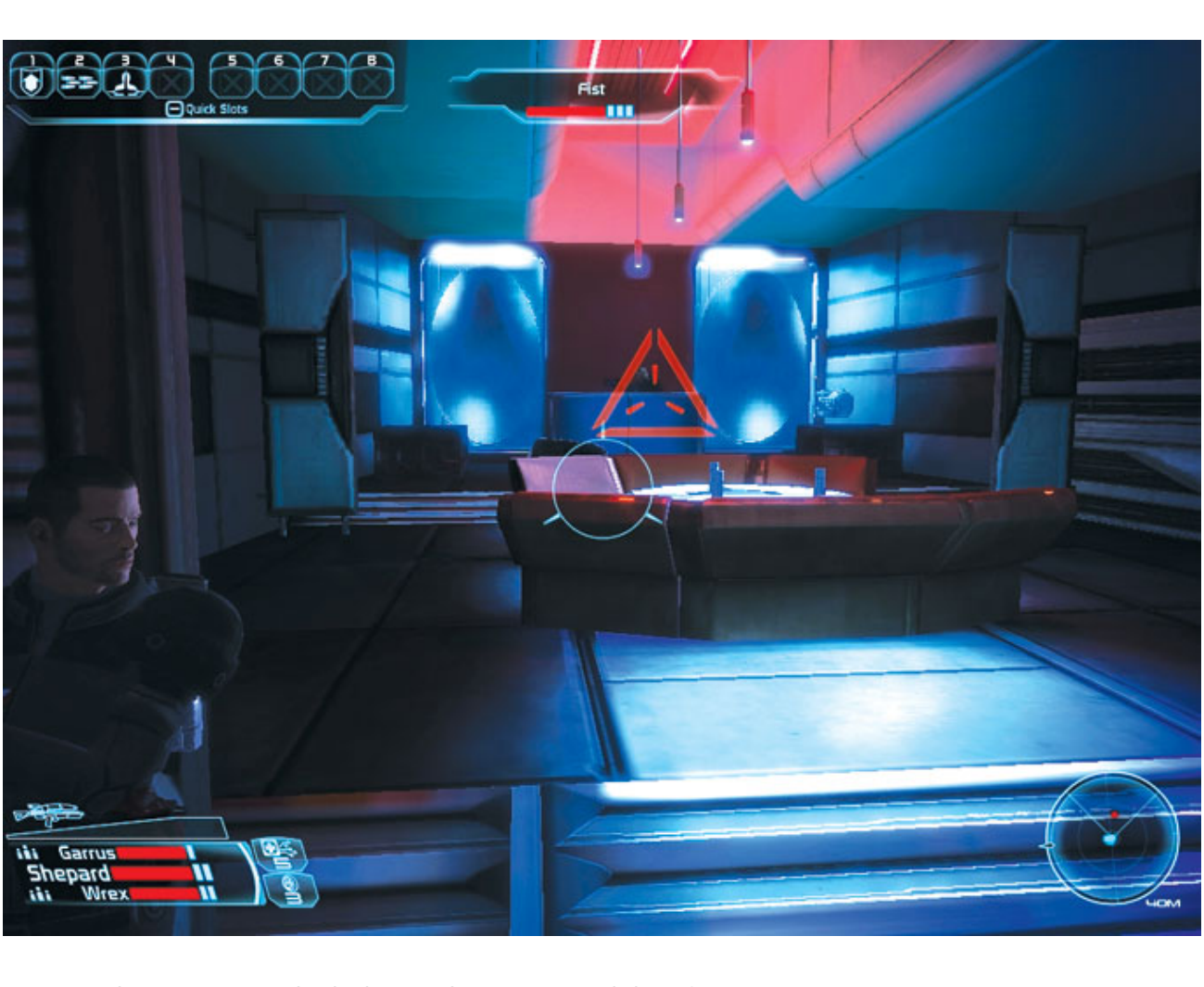
Weaknesses: Tech

Powers:

- None

Attached to the ground, so they are immune to Throw, Lift, and Singularity.

Fight with Fist



Having no place to run, Fist makes his last stand against you inside his office.

Fist himself isn't much more than a thug with sturdier shields, but the two defensive turrets stationed at either side of his desk can be quite troublesome.

Press Shepard's back against one wall and take shots at Fist and his gun turrets. Don't leave yourself exposed for long and lay low whenever Shepard's shields happen to fail.

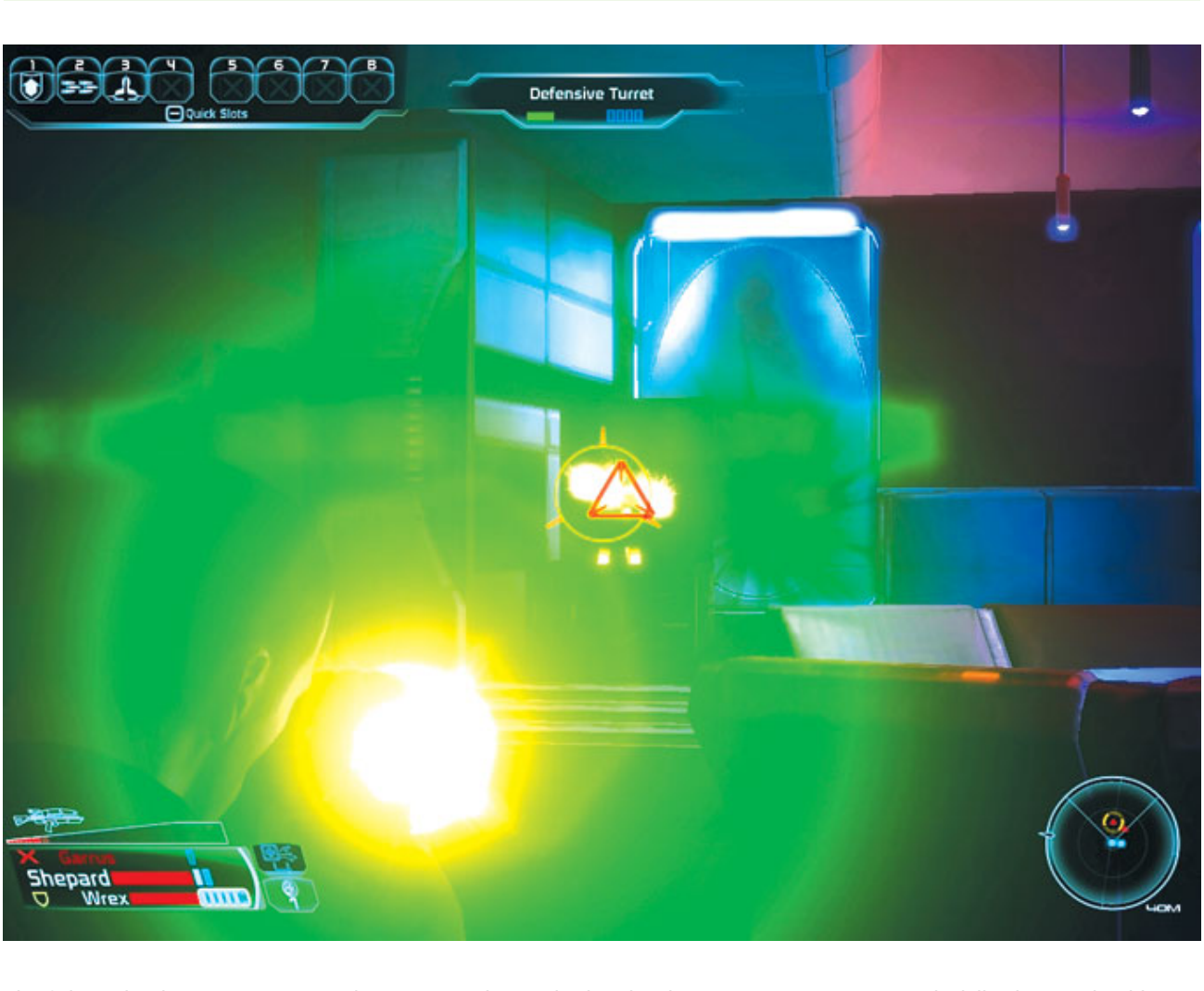
Tip

Target Fist or his turrets and press [Left] to order your team to concentrate fire on that target also. Work together to eliminate each threat in turn.

Tip

Abilities capable of disabling or overriding electrical apparatuses, such as Sabotage can be quite useful when employed against Fist's office turrets.

Save biotic abilities such as Lift and Throw for use against Fist himself, who's far more effected by them.



The fight ends when you manage to defeat Fist or destroy both of his defensive turrets. A team with skill in biotics should try to defeat Fist, while a tech-oriented squad will fare better at disabling his turrets.

Fist isn't likely to rush you, so just take your time and work at whittling him down. Utilize your squad's talents and abilities, but conserve Shepard's grenades—you shouldn't need to use them to achieve victory here.

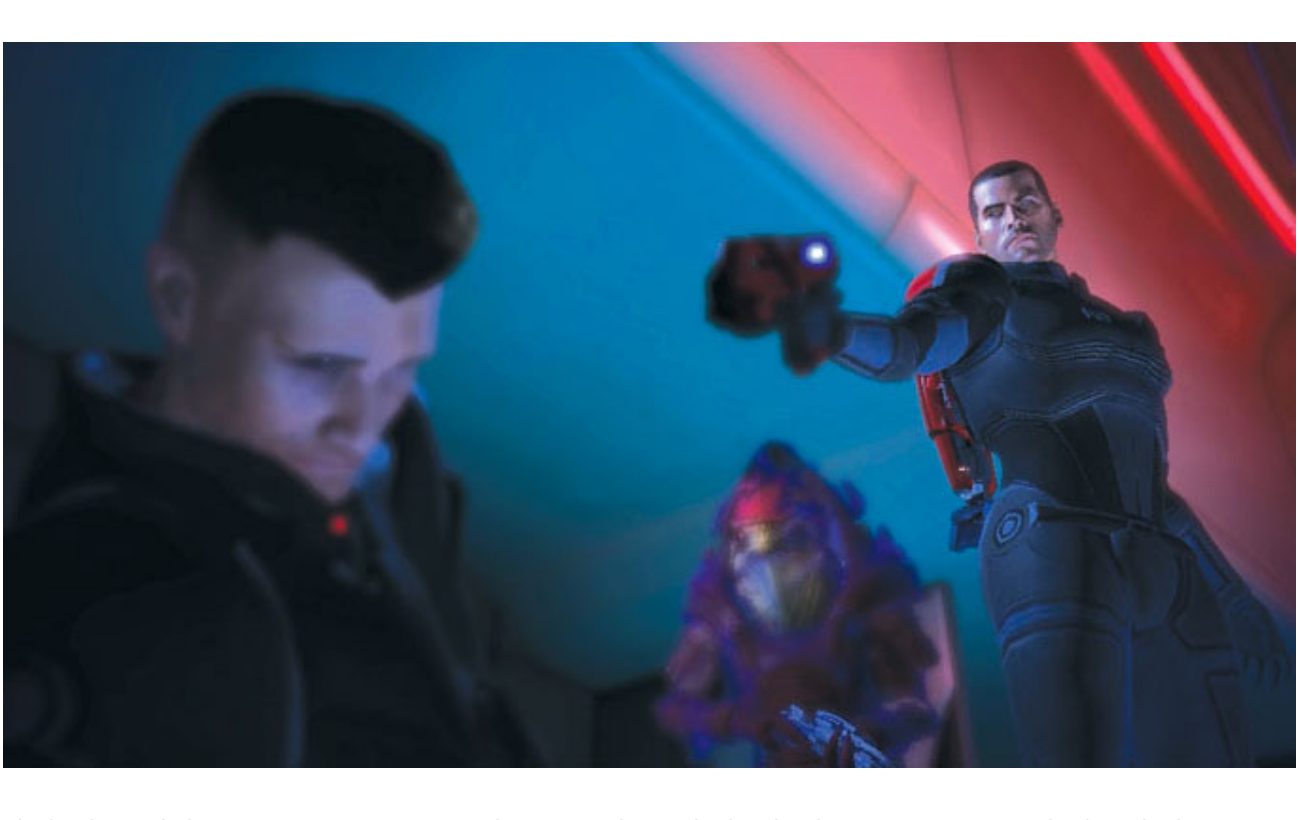
Tip

If you're finding this fight too difficult, check your team's equipment and see if you can swap out gear and upgrades to improve their offensive and defensive capabilities.

If this doesn't work, consider aborting the fight and venture off to complete a few optional assignments so that your squad can level up and attain more powers.

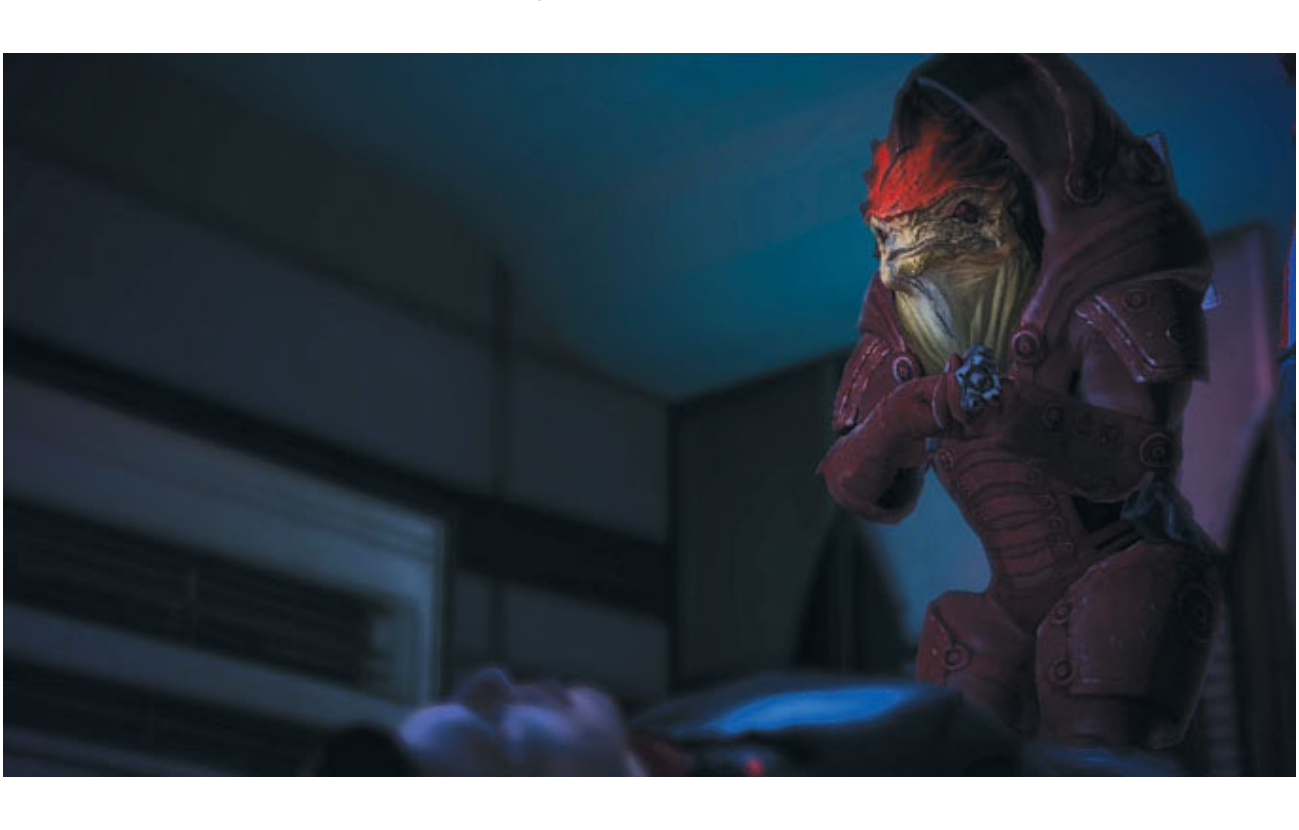
You must load a previous save to do this, however; you're currently locked inside Chora's Den.

Vengeance



The battle concludes as soon as you manage to drop Fist or destroy both of his defensive turrets. Fist pleads for his life, saying the quarian is no longer in his custody.

He confesses that he has tricked the quarian into a meeting with some of Saren's men. Question Fist to learn that the meeting is set to take place at the Upper Wards' back alley in just a few minutes.

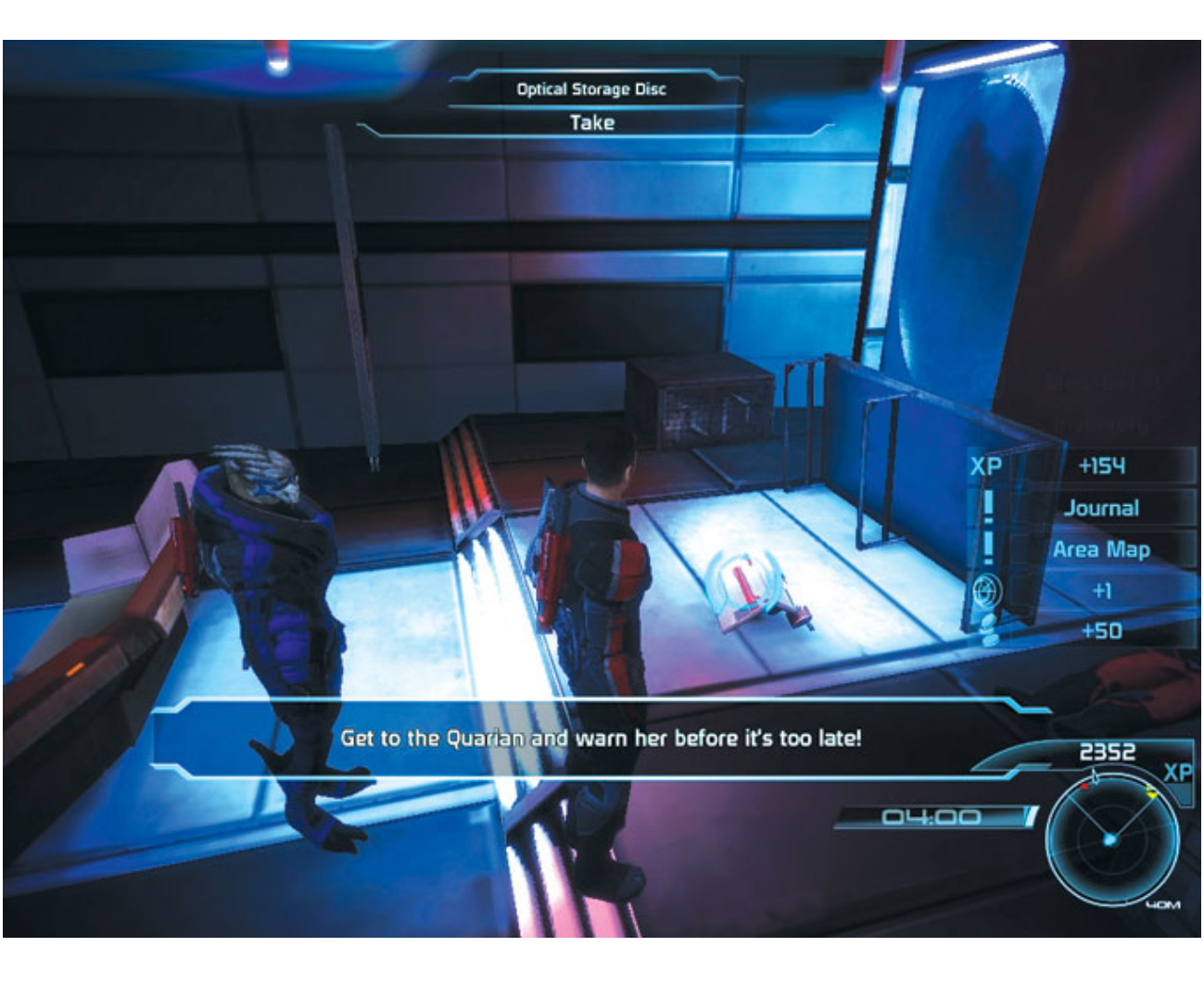


Having learned all he needed to know, Wrex wastes no time in gunning Fist down. He'd been paid by the Shadow Broker to see the job through, after all.

If you're following the Renegade's path, choose to approve of this action to earn a few Renegade points.

If Wrex isn't in your group, you may choose to kill Fist yourself to gain a similar number of Renegade points. No Paragon points can be earned from this scenario.

Race to Save the Quarian

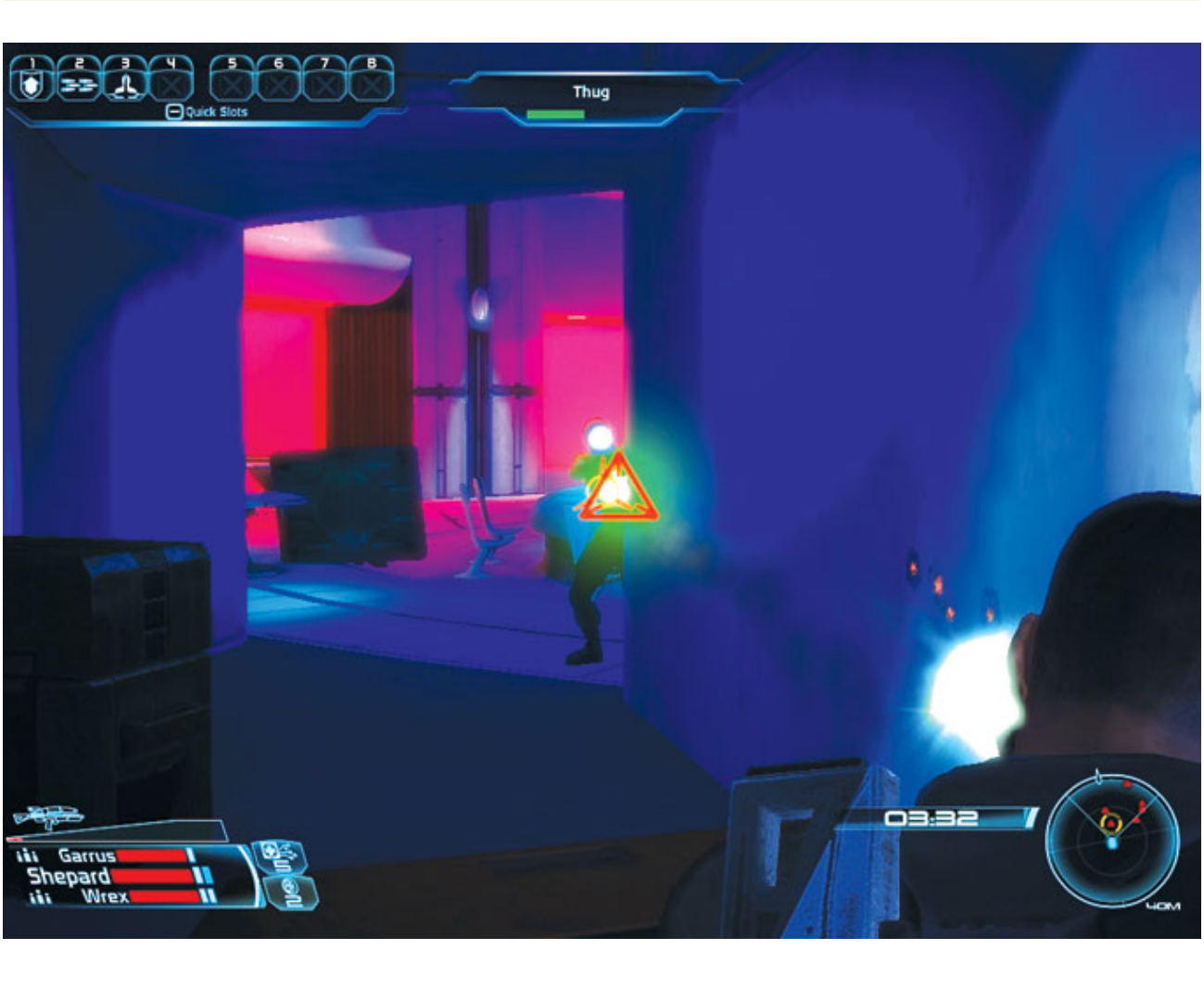


Get to the Quarian and warn her before it's too late!

There's no time to lose. The quarian's life is at stake; she'll be killed by Saren's men within minutes. A counter appears near your radar at the lower-right corner of the screen; hurry out of Fist's office without delay.

Tip

The clock is ticking, but take the time to decrypt the wall safe in Fist's office if your squad's skill in Decryption is high enough. This will save you a trip back to Fist's office later.



Reaching the quarian won't be easy; another gang of thugs has taken up position in Chora's Den and they're intent on stalling you long enough for Saren's men to do their work.

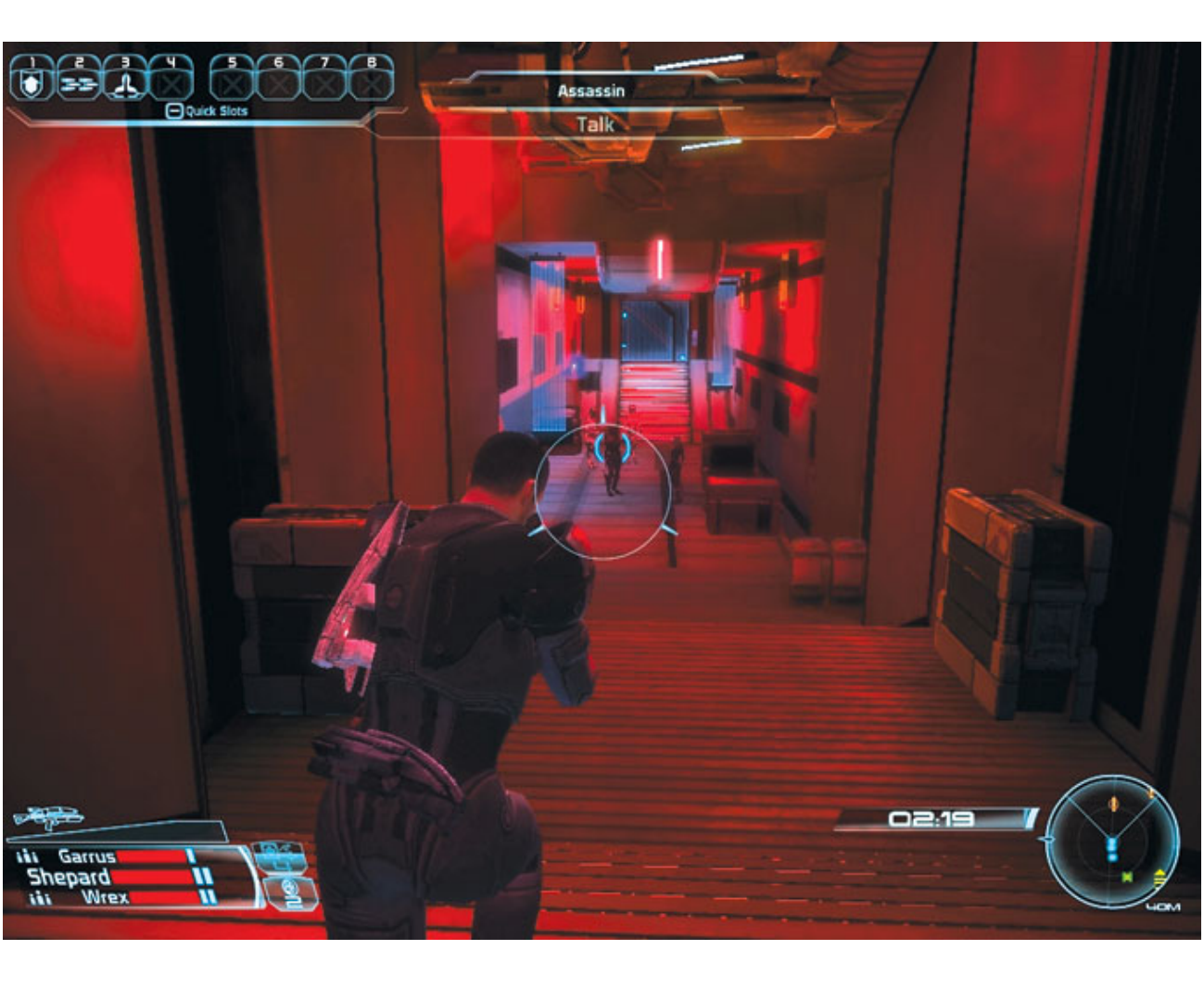
You don't have much time to waste on these underlings, but charging through their midst can be quite hazardous.

Fortunately, these thugs are a bit easier to kill than the ones you've previously faced. Pick off as many as you can as quickly as you can until you're able to escape the bar.

Tip

If time's running out, make a mad dash for the bar's exit by pressing [Left] Shift with your weapon drawn. This puts you into a "storming" state, enabling you to bolt forward at top speed for a brief period.

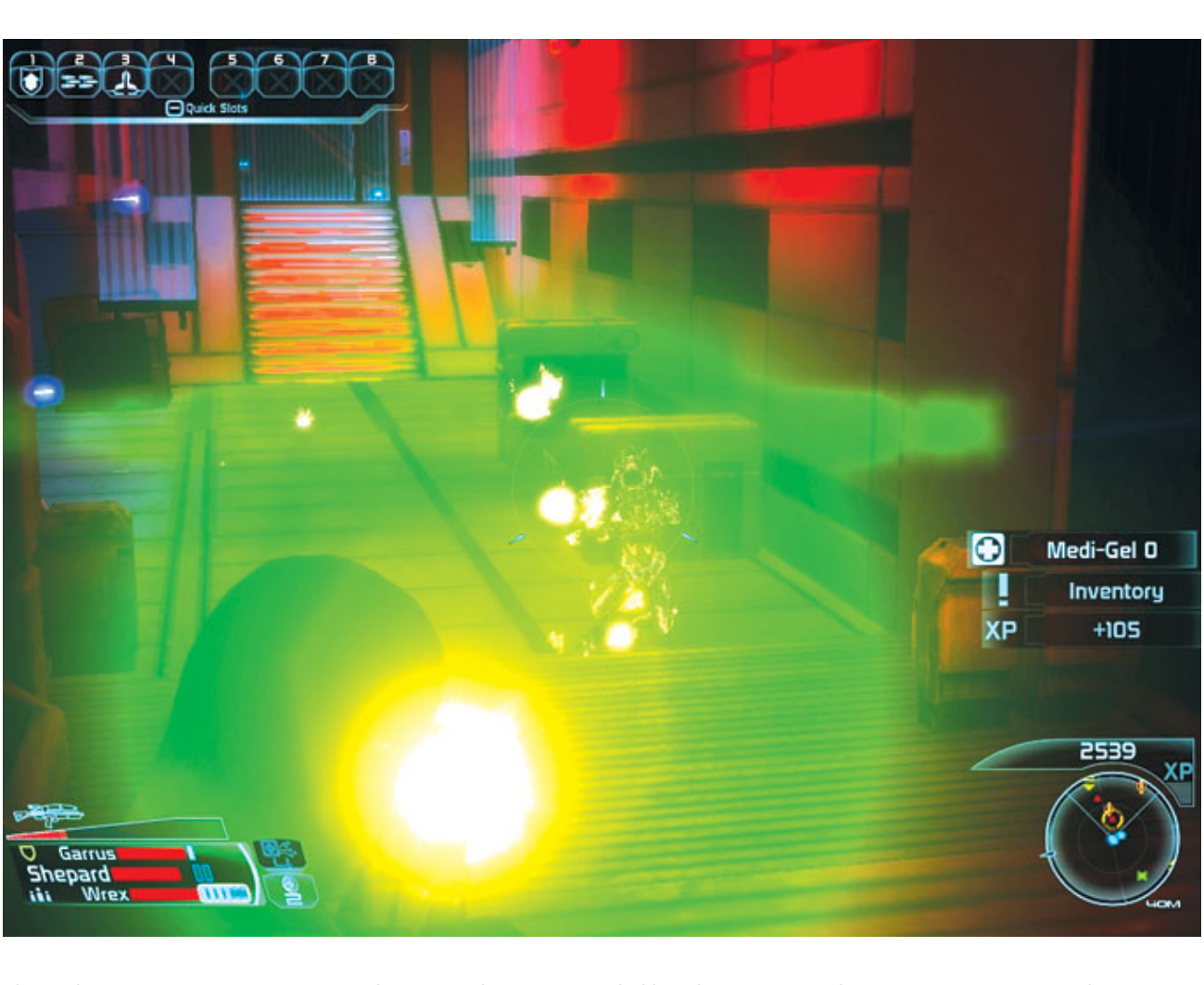
Any enemies that get in your way are quickly rifle-butted aside while storming.



Dash south and then east after fleeing the bar, heading for the nearest set of stairs leading up to the Upper Wards (the ones just north of Morlan's store).

This lands you right at the alleyway in which the quarian's meeting with Saren's men is set to go down.

A Deadly Meeting



Shepard arrives just in time to witness the quarian being surrounded by a large turian and a group of assassins sent by Saren.

It doesn't take long for the quarian to sniff out the trap, and she deftly tosses a grenade while flipping out of harm's way.

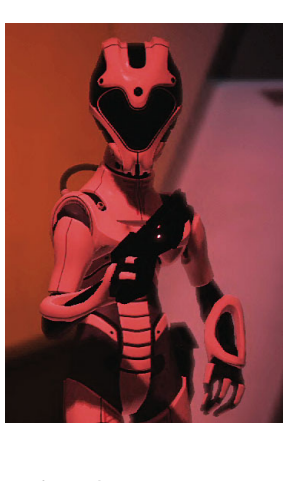
Take cover as soon as you can and open fire on the assassins to help the quarian out of her predicament.

This is a short but challenging fight, as the assassins have use of a powerful ability called Overload that causes your squad's shields to falter and their weaponry to overheat for a short period.

Tip

When afflicted by the assassins' Overload power, take cover and do your best to remain out of firing range until the effect subsides.

Salarian Assassin: Engineer



Rating: Elite

Resistances: Tech

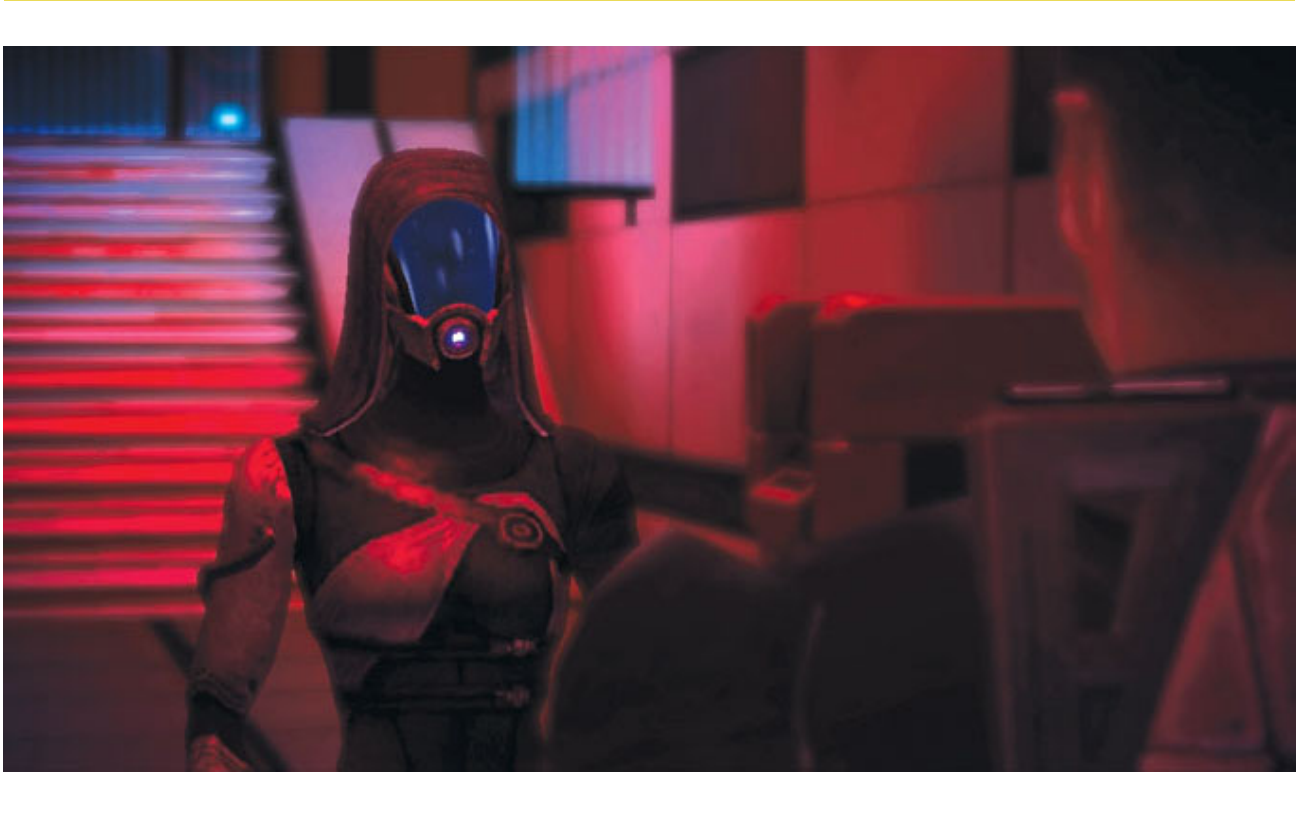
Weaknesses: Combat

Powers:

- Damping
- Overload
- Sabotage

First AidSalarian assassins possess moderate weaponry, armor, and shields.

It's best to stun these assassins with biotic powers or short-range shotgun blasts to keep them out of the fight and unable to unleash their devastating attacks



Eliminate the assassins to spare Tali from a terrible fate. Surprised but grateful for Shepard's help, the quarian asks the Commander's name and business.

Once Shepard tells her that they're after Saren, Tali realizes that she's safe among friends at last.

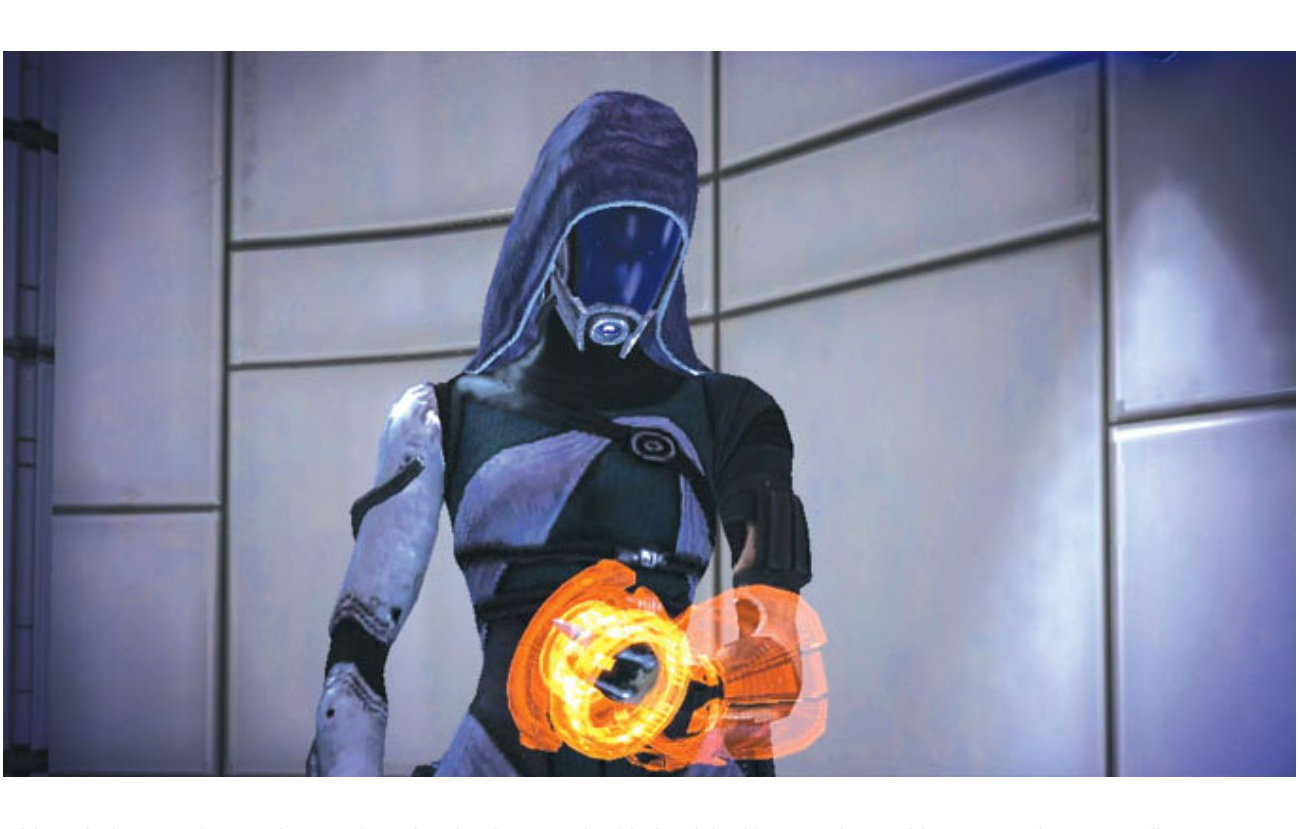
The group decides to retreat to less open ground and agrees to seek shelter at Ambassador Udina's offices on the station's Presidium level.

Tali's Story

Agitated over Shepard's bloody assault on Chora's Den, Ambassador Udina changes his tone when the Commander tells him they have succeeded in retrieving proof of Saren's dealings with the geth.

Tali steps forward to recount her tale. Query her about her pilgrimage to unlock a secondary Codex entry if you like. Tali tells her newfound companions how she managed to track a geth patrol to an uncharted world.

Biding her time, she managed to single out one of the geth, disabling the synthetic being and extracting its memory core.



Although they are designed to fry their data banks once disabled, Tali had known she could acquire at least a small amount of information from the geth if she were quick enough at removing its memory core.

Her people had been responsible for creating the geth, after all.

Most of the data had been corrupted, but Tali was able to extract a small audio file. When Tali plays back the recording, the group is shocked to hear the voice of Saren himself.

The sinister Spectre applauds the slaughter of Eden Prime, saying the finding of the Prothean beacon has brought him one step closer to locating a mysterious something he calls the Conduit.

No one knows what the Conduit might be, but Captain Anderson suspects it must have some connection with the beacon and the Protheans. Tali interjects, saying there's a bit more to the message.

A female voice plays next and mentions something about the return of the Reapers. Like the Conduit, no one seems to know what the Reapers might be.

But Tali says the memory core has data describing the Reapers as a hyper-advanced race of synthetic beings who were responsible for the destruction of the Protheans roughly 50,000 years ago.

Udina finds the story a bit far-fetched, but things are starting to fall into place for Shepard.

The commander is now able to make some sense out of the vision issued forth by the beacon on Eden Prime: It must have been some sort of warning about the Reapers.

Tali fills in more details, saying the geth revere the Reapers as gods. They believe Saren is capable of bringing the Reapers back from wherever it is they may have gone.

Still unconvinced, Udina mutters that the Council will find all this talk about Conduits and Reapers hard to believe.

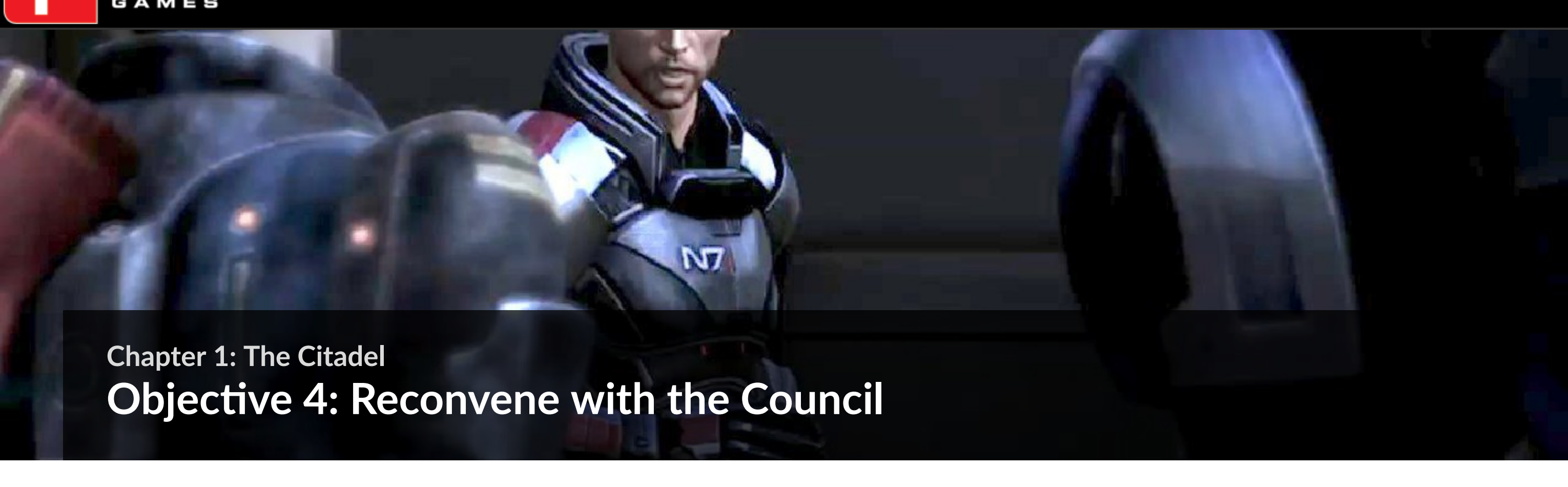
Anderson points out that it doesn't matter: The audio recording proves Saren's guilt as a traitor to the Council.

Udina seems satisfied with this and agrees that the time is right to approach the Council board once more.

Tali now joins up as a member of your ever-increasing squad; accept her petition, then pick out your new team of squad mates.

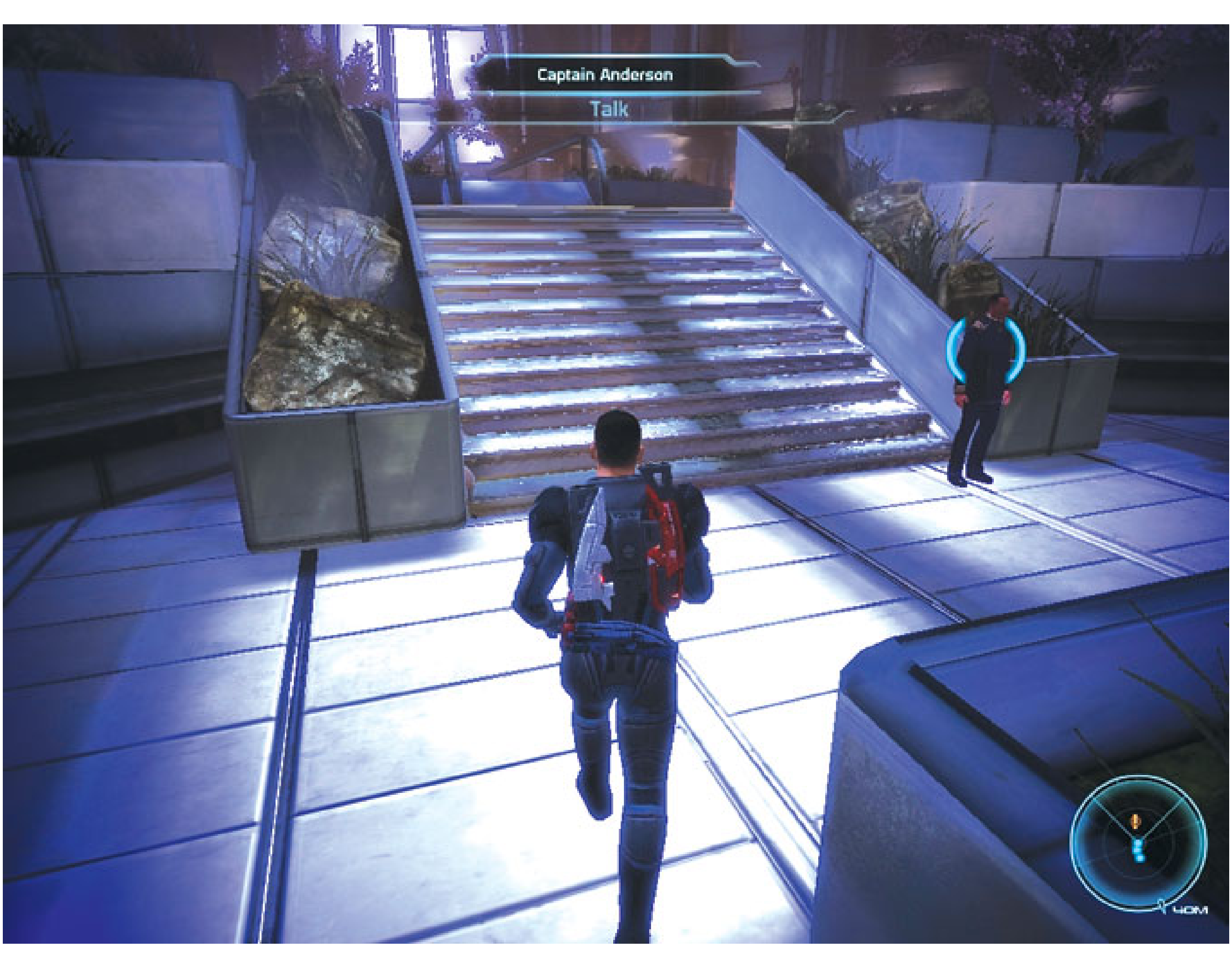
Tip

Now's a good time to go back and decrypt that wall safe in Fist's office if you didn't do so before.



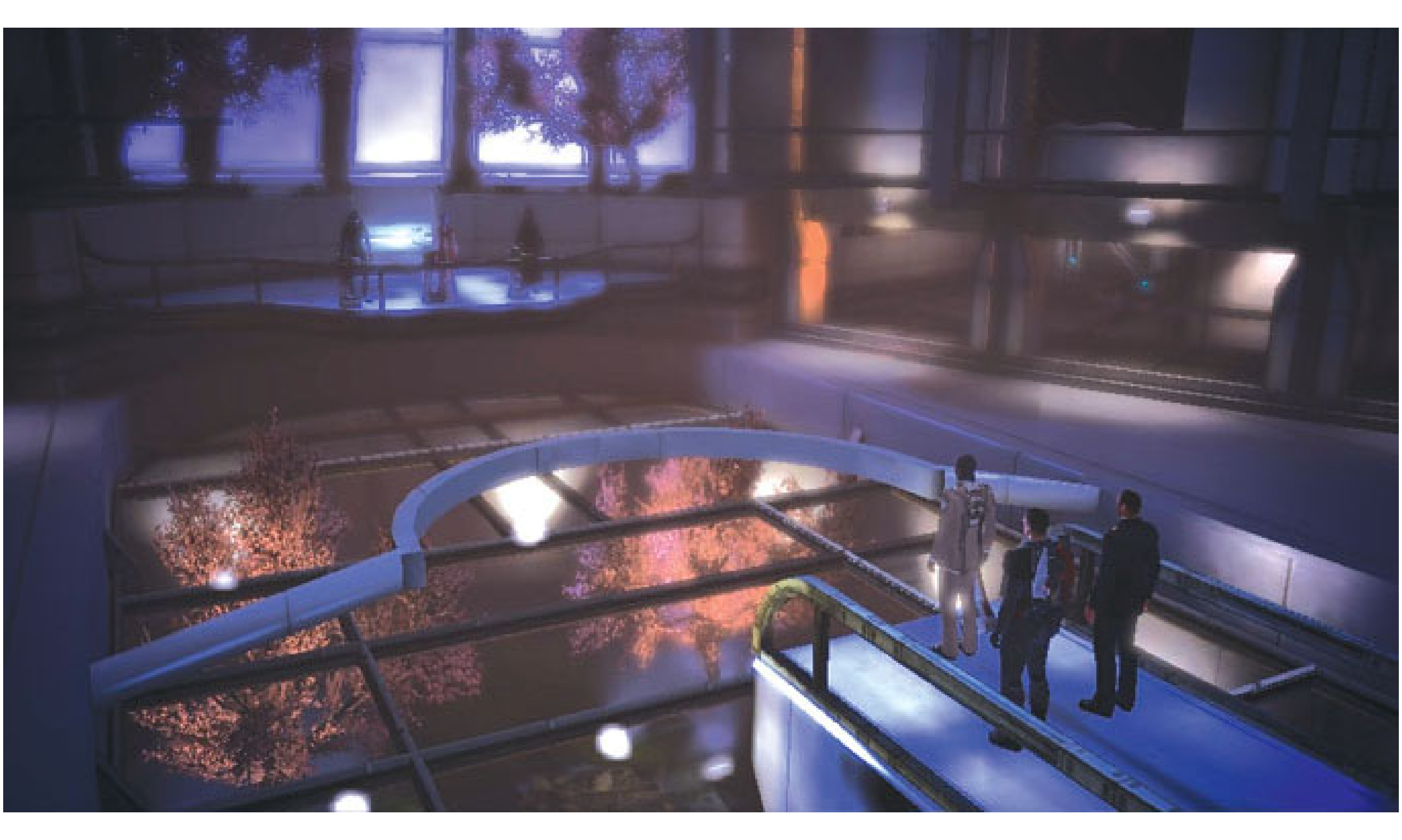
Objective 4: Reconvene with the Council

Convincing the Board



Return to the Citadel Tower and speak with Captain Anderson, who stands near the Council chamber as before.

Anderson says Udina is just about to present Tali's evidence to the board and quickly escorts Shepard into the hearing.



Upon hearing the playback of the recording acquired by Tali, the Council is finally made to believe Saren's guilt. Saren is to be stripped of his Spectre status, and the Council says all efforts will be made to bring him to justice.

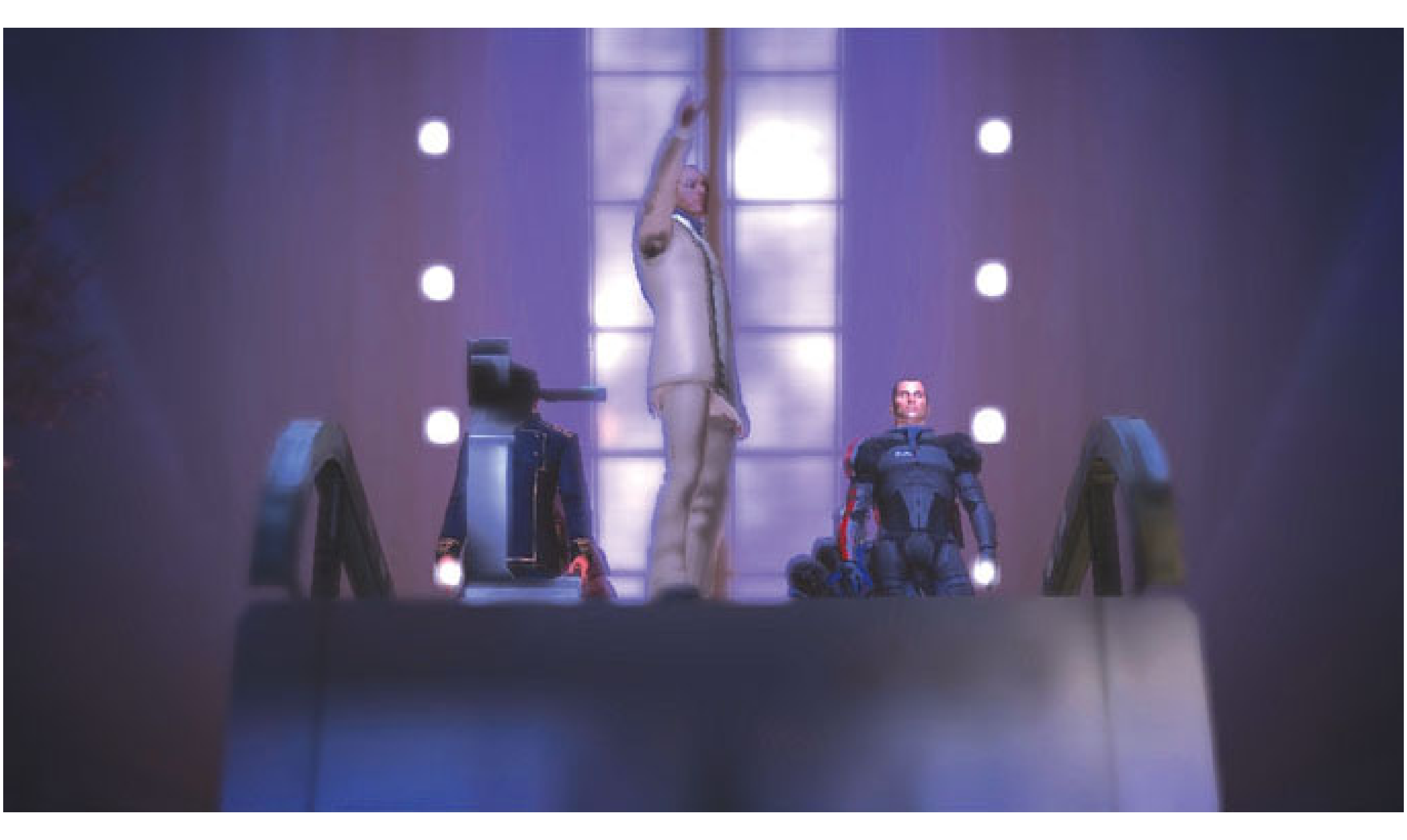
Furthermore, the asari Council representative recognizes the female voice in the recording as belonging to Matriarch Benezia, one of the most powerful asari in existence.

Benezia has an incredible talent for biotics and will make a powerful ally for Saren.

Anderson and Udina go on to describe the link between the geth, Saren, and the mysterious race called the Reapers.

The Council find it hard to believe that even Saren would want to bring back a race of beings who were apparently responsible for the destruction of all organic life in the galaxy 50,000 years ago.

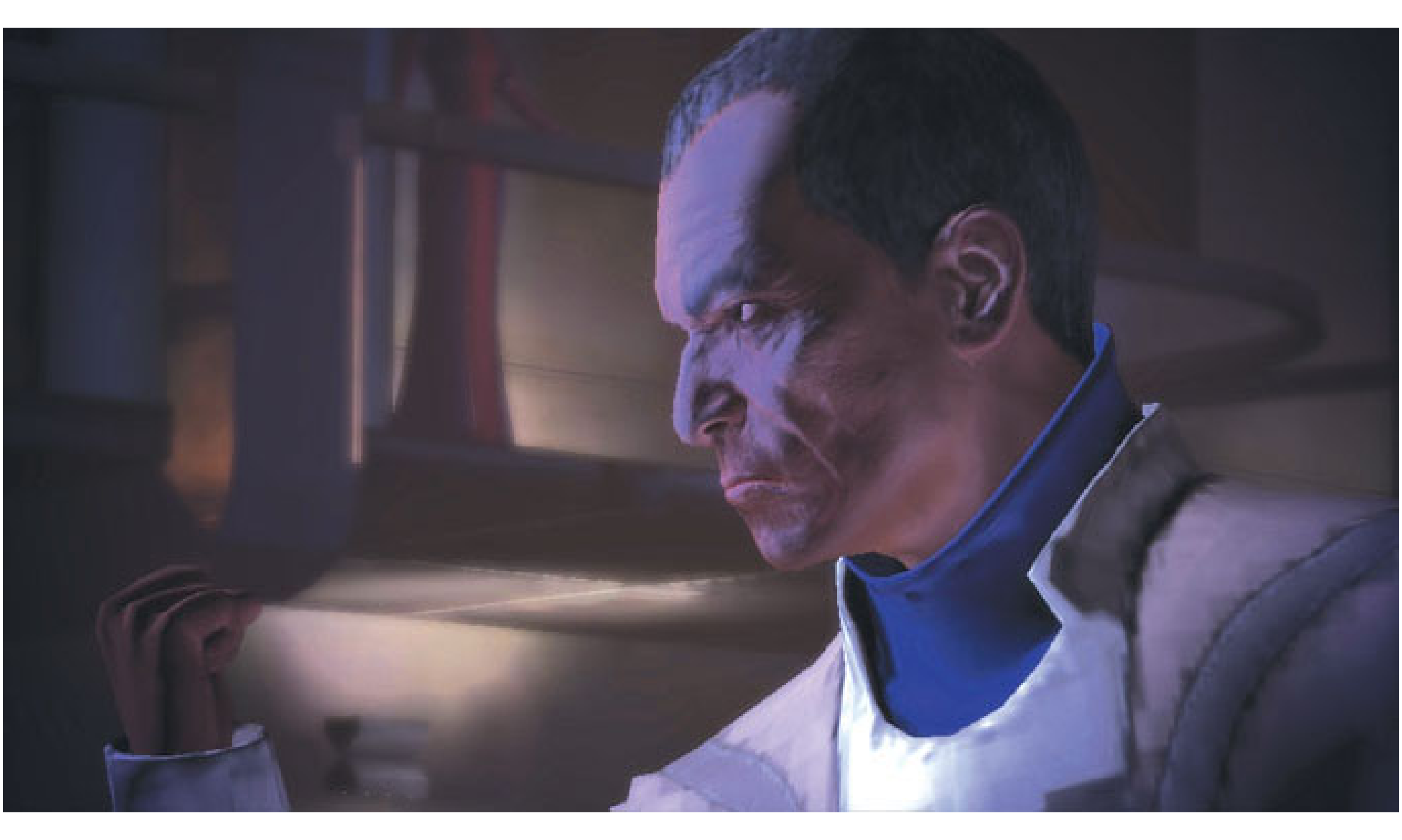
Having disbarred Saren from the Spectres and making him a fugitive, the Council thinks its duties have been fulfilled.



Ambassador Udina wastes no time in calling for more action. He demands that the Council send its fleet into the traverse to track down Saren and prevent the geth from conducting further raids against Alliance colonies.

The Council rebukes the notion, saying such a move could easily prompt a full-scale war with the Terminus Systems, from which the geth hail.

They simply don't see the benefit in taking such a risk—not for the sake of a few dozen human colonies, at least.



Udina becomes outraged, but the Council quickly voices an alternative: promoting Shepard to the rank of Spectre so he may chase down Saren and the geth however he chooses.

Such an move would hardly put Citadel space at risk of falling into war with the Terminus Systems.

The turian Council representative doesn't like the idea, but there seems to be no other solution to the dilemma. He reluctantly agrees, and the first human Spectre in galactic history is named.

ACHIEVEMENT UNLOCKED:

Spectre Inductee

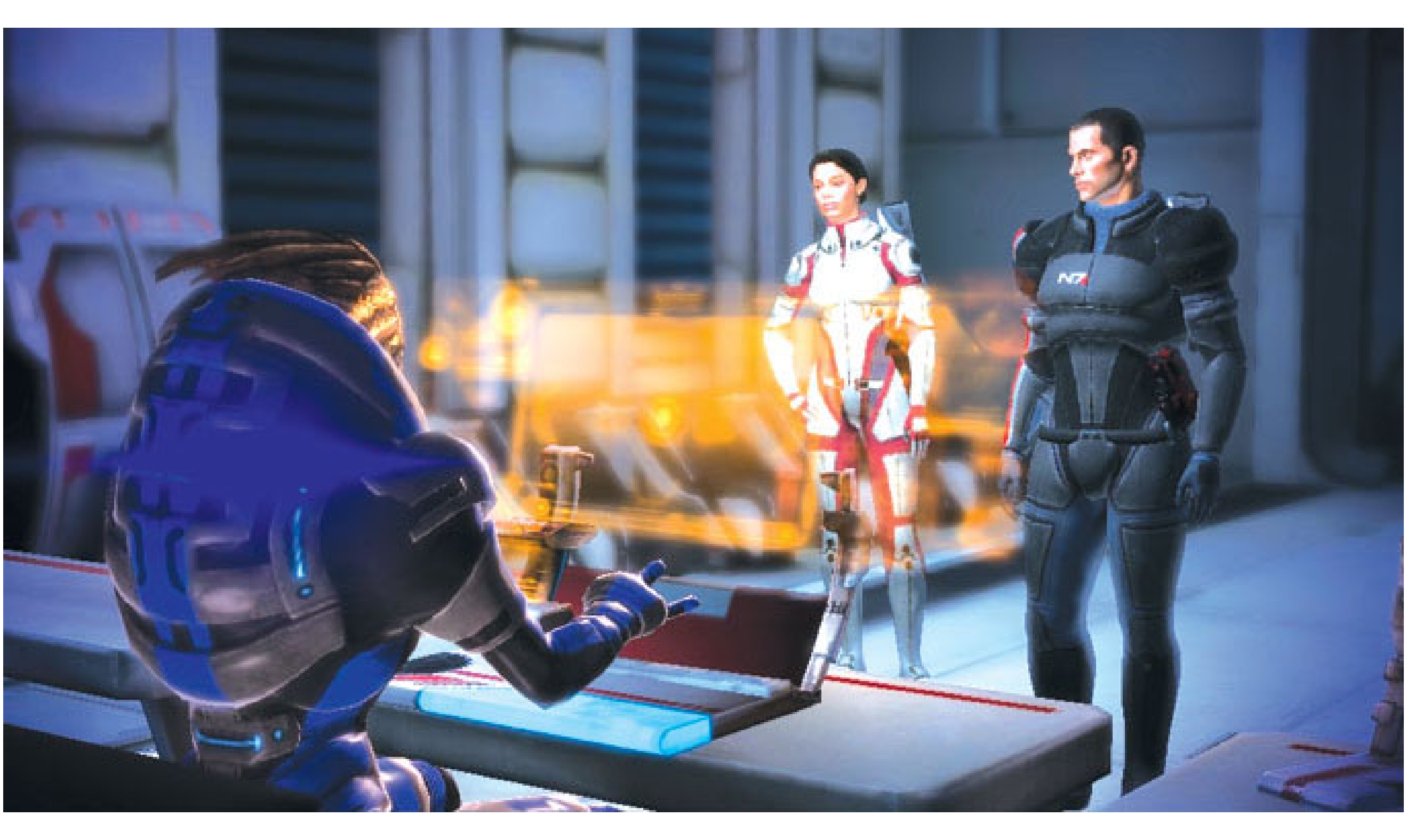
Captain Anderson is the first to congratulate Shepard on the appointment to Spectre status. He advises Shepard to visit the Requisitions Officer at Citadel Security, saying Spectres have access to special equipment.

Udina asks Anderson to accompany him to his office so they can set things in motion; their new Spectre will be needing a ship and crew to track down Saren.

Note

Congratulations! Now that you've become a Spectre, you're granted access to a new talent pool: That of Spectre Training.

Your character's potential to advance in the Charm and Intimidate talents is also increased. Check the Squad menu for details!



Take Anderson's advice and stop by C-Sec's Requisition Office to browse a whole new selection of amazing Spectre-approved gear.

Being a Spectre certainly seems to have its advantages.... Whether you can afford any of this stuff is another matter!

Bon Voyage, Commander

When you've finished drooling over the vast array of Spectre gear, take C-Sec's central elevator to reach the station's docking bays.

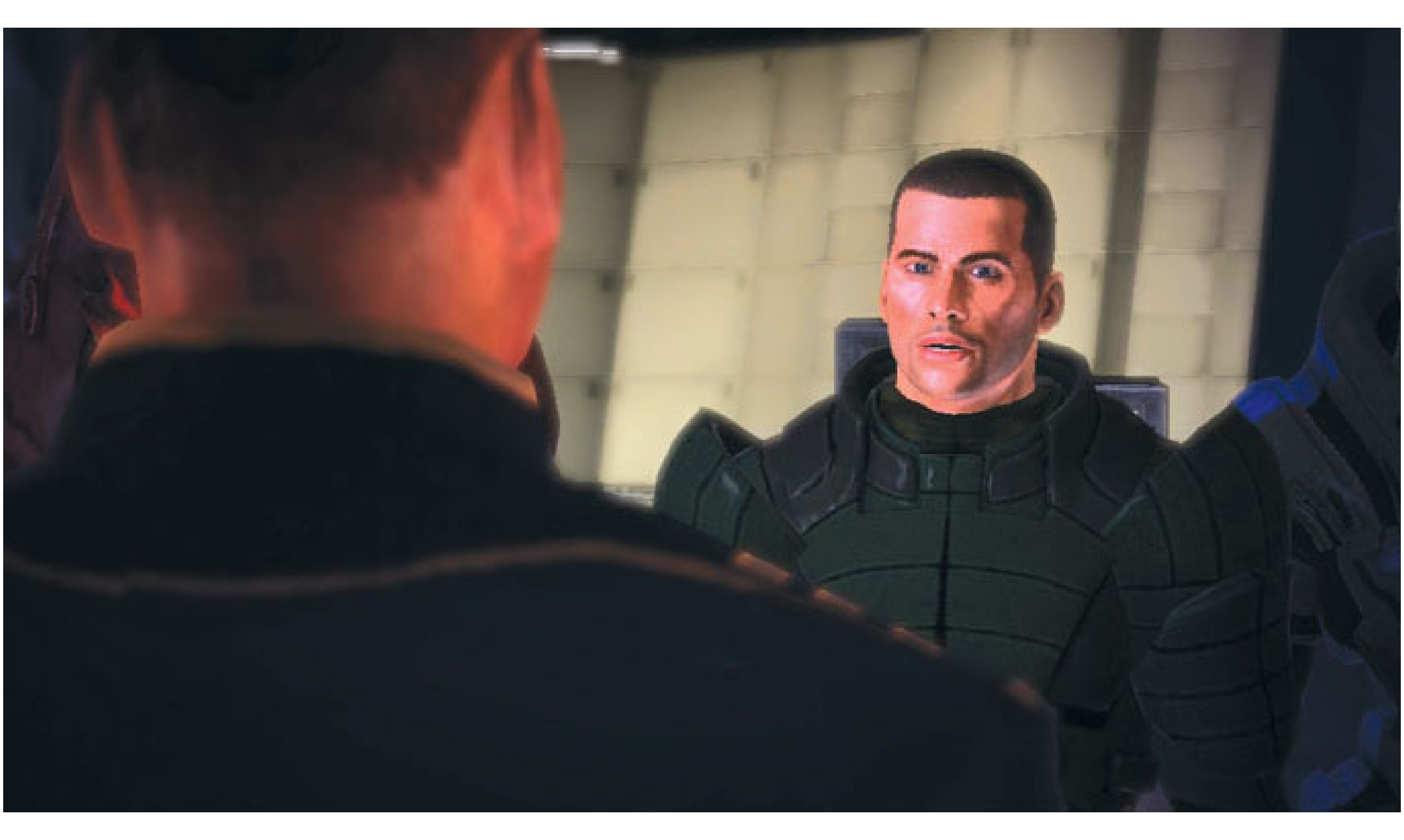
Ambassador Udina and Captain Anderson await you there and they've got big news: Captain Anderson is stepping down as the commanding officer of the Normandy. The ship is yours!

Investigate every avenue of the conversation with Anderson and Udina to uncover more about the captain's past. The tone you take with them can earn you a handful of morality points as well.

Udina and Anderson provide you with a few leads as to where you should begin your hunt for Saren and the geth: Confirmed reports of geth sightings have come in from planets Feros and Noveria, and Matriarch Benezia's daughter, Liara T'Soni, might have some insight into the situation.

The matriarch's daughter was last known to be conducting archeological research on one of the Artemis Tau cluster's uncharted worlds.

The two leave the decision of where to begin up to you, and issue one final reminder that your actions will reflect on humanity as a whole.



Udina soon departs to attend a meeting, leaving Shepard alone with Captain Anderson. Speak with Anderson again to learn more about the old man's history with Saren.

Anderson can also provide insight into the current situations on Feros and Noveria.

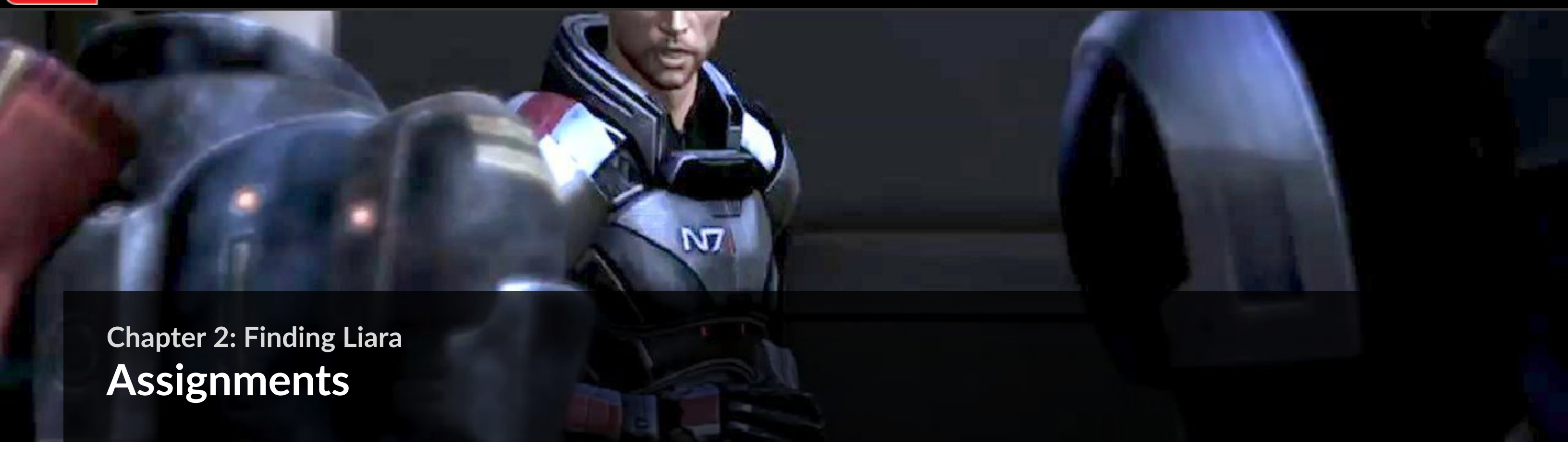
He gives you an important clue as to where you might find Dr. Liara T'Soni within the Artemis Tau cluster—search for a world with Prothean ruins. Probe the captain thoroughly to uncover a few new primary Codex entries.

When you've finished your line of questioning, examine the Normandy's exterior to acquire a new secondary Codex entry. Then board the Normandy and let the hunt begin.

Note

The vastness of space is calling, but there's no need to rush off into stars just yet.

Take the time to seek out and fulfill all optional assignments across the Citadel if you so desire, referring to the Spectre Assignments section that follows this walkthrough for complete details on every one.



Assignments

As the first officially appointed human Spectre and new captain of the Normandy, Shepard is now free to pursue Saren and the geth all across the galaxy.

Captain Anderson and Ambassador Udina have given the new Spectre a few solid leads, each one worthy of exploration. It's up to Shepard to decide where the investigation should begin.

> **Note**
>
> Although you're able to conduct your investigation at any number of places, this walkthrough first guides you to finding Matriarch Benezia's daughter, Dr. Liara T'Soni.
>
> We then escort you through the ice world Noveria, and finally, to planet Feros.
>
> If you'd prefer to investigate these areas in a different order, simply flip ahead to the chapters that follow. This walkthrough is viable no matter how you choose to use it.

Assignments

Uncharted Worlds Assignments: Post-Citadel

The galaxy is filled with all sorts of adventure for a Spectre who commands a starship. The following table identifies every assignment you may currently fulfill and the order in which you fulfill them.

Check the Spectre Assignments portion of the guide that follows the walkthrough for complete details on each of the assignments listed below.

Uncharted Worlds Assignments: Post-Citadel

Name	Starting Location	Giver
Unusual Readings	Citadel: Presidium	Computer Console
Strange Transmissions/Major Kyle	Citadel: Presidium	Computer Console
UNC: Missing Marines	Citadel: Tower	Rear Admiral Kahoku
UNC: Hostile Takeover	Citadel: Presidium	Helena Blake
UNC: Privateers	Citadel: Tower	Garoth
UNC: Hostage	Citadel	Special Elevator Message (after becoming a spectre)
UNC: Missing Survey Team	Citadel: Docking Bays	Ambassador Udina, Captain Anderson
UNC: Cerberus	Deep Space (Normandy)	Rear Admiral Kahoku (via transmission)
UNC: Hades's Dogs	Binthu	Corpse of Rear Admiral Kahoku
UNC: Geth Incursions	Deep Space (Normandy)	Admiral Hackett (via transmission)
Tali and the Geth	Solcrum—Mercenary Base	Geth Terminal (decrypt)
UNC: Lost Module	Eletania	Admiral Hackett (via transmission)
UNC: Lost Freighter	MSV Worthington Freighter	Via exploration or from Nassana Dantius
UNC: Locate Signs of Battle	Varies	First Salarian Artifact you find
UNC: Turian Insignias	Varies	First Turian Artifact you find
UNC: Valuable Minerals	Varies	First Mineral you find
UNC: Prothean Data Discs	Varies	First Prothean Artifact you find
UNC: Asari Writing	Varies	First Asari Writing you find
UNC: Asari: Diplomacy	Sharjila	Via exploration or from Nassana Dantius

> **Note**
>
> New quests cannot be started until the previous quests in the sequence have been completed. For example, you must complete Missing Survey Team and Cerberus before you can begin Hades' Dogs.

Uncharted Worlds Codex Entries

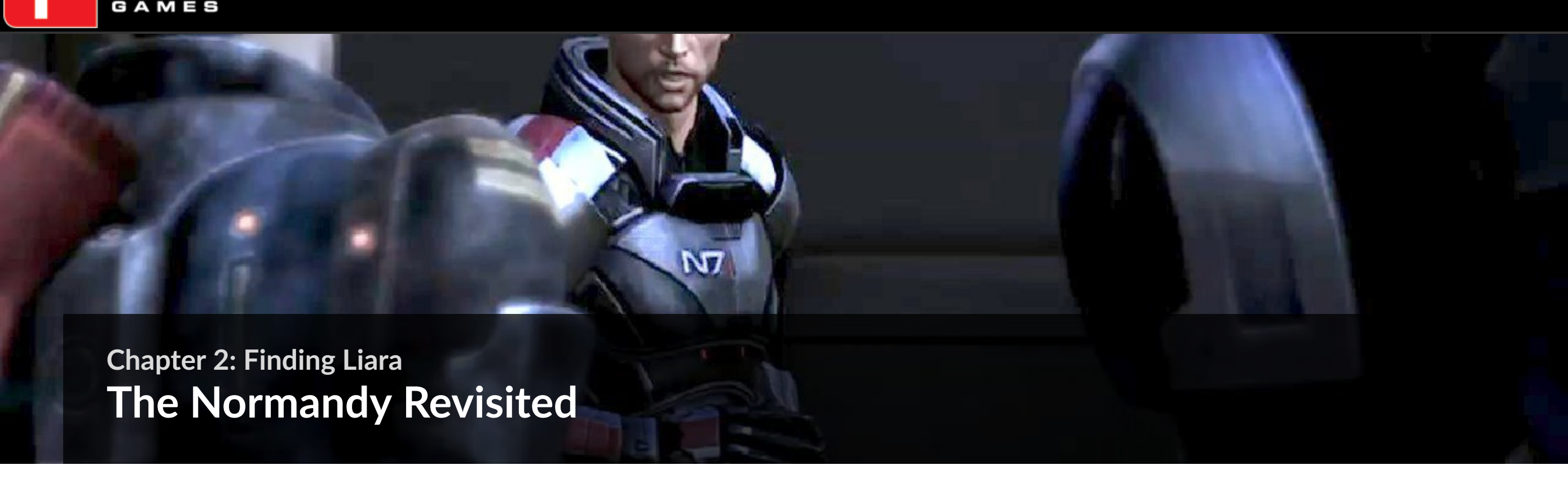
Choosing to pursue the assignments listed above can land you the following entries for your Codex.

Primary Codex:

Category	Entry Name	Find Location	Found Via	Character/ Object	Notes
Aliens: Non-Sapient Creatures	Thresher Maws	Edolus	Inspection	Marine	Defeat Thresher Maw

Secondary Codex:

Category	Entry Name	Find Location	Found Via	Character/ Object	Notes
Humanity and the Systems Alliance	Systems Alliance: Geological Survey	Find any mineral on any planet	Inspection	Mineral	None
Aliens: Extinct Races	Protheans: Data Discs	Find any Prothean artifact on any planet	Inspection	Prothean Artifact	None
Aliens: Council Races	Salarians: League of One	Find any salarian artifact on any planet	Inspection	Salarian Artifact	None
Aliens: Council Races	Turians: The Unification War	Find any turian artifact on any planet	Inspection	Turian Artifact	None



Chapter 2: Finding Liara

The Normandy Revisited

She's the same old ship, but you find a few new crew members aboard the *Normandy* this time around.

Specifically, all the friends you've made at the Citadel and accepted into your group are now present and accounted for (check the *Normandy* maps for their locations).

New dialogue opportunities abound, enabling many chances for you to acquire additional Codex entries and a few more morality points.

In addition, a handful of Codex files can be gained through examination efforts that weren't previously available on the *Normandy* .

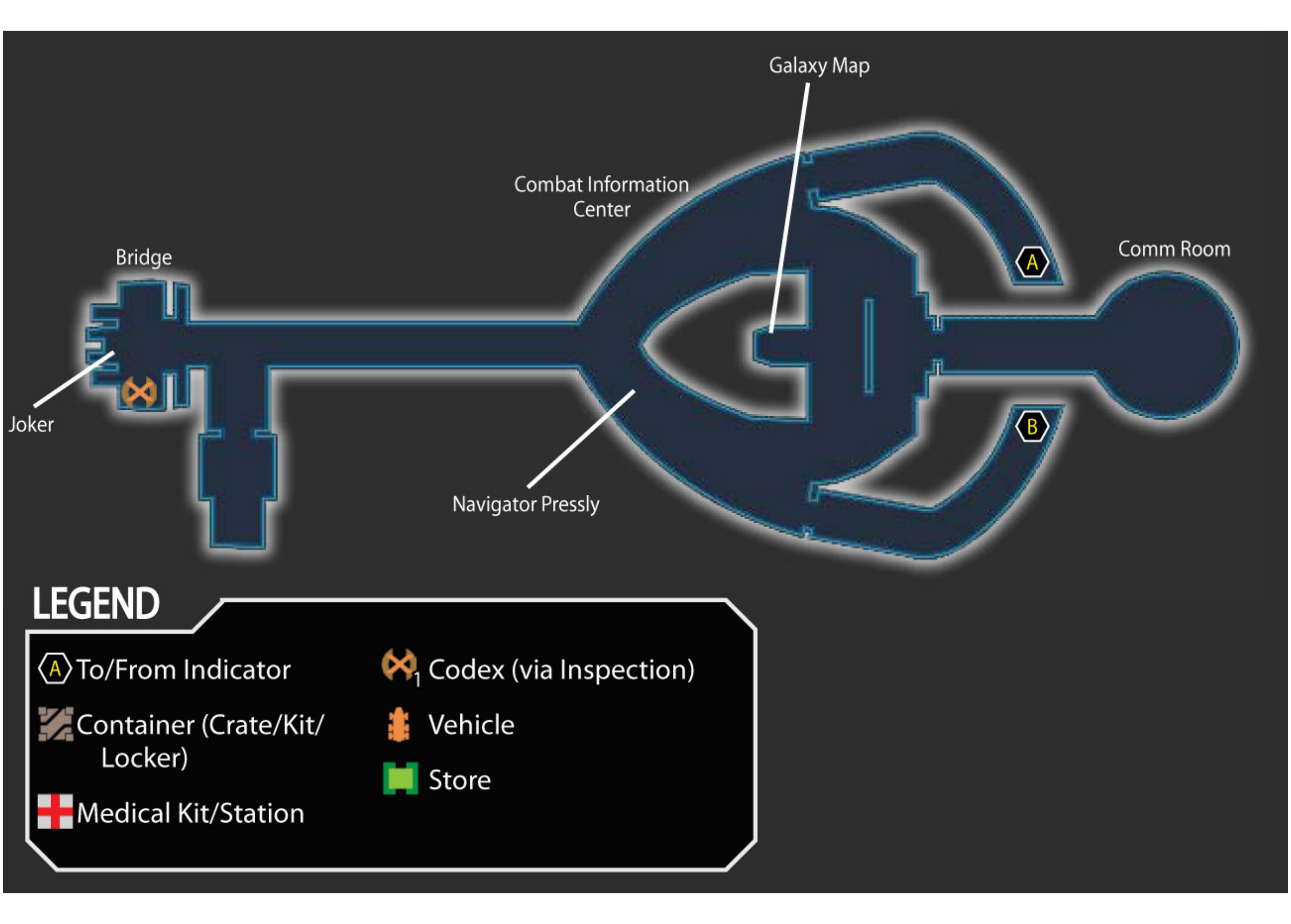
In short, it pays to explore the ship all over again to ensure that you don't miss anything.

Tip

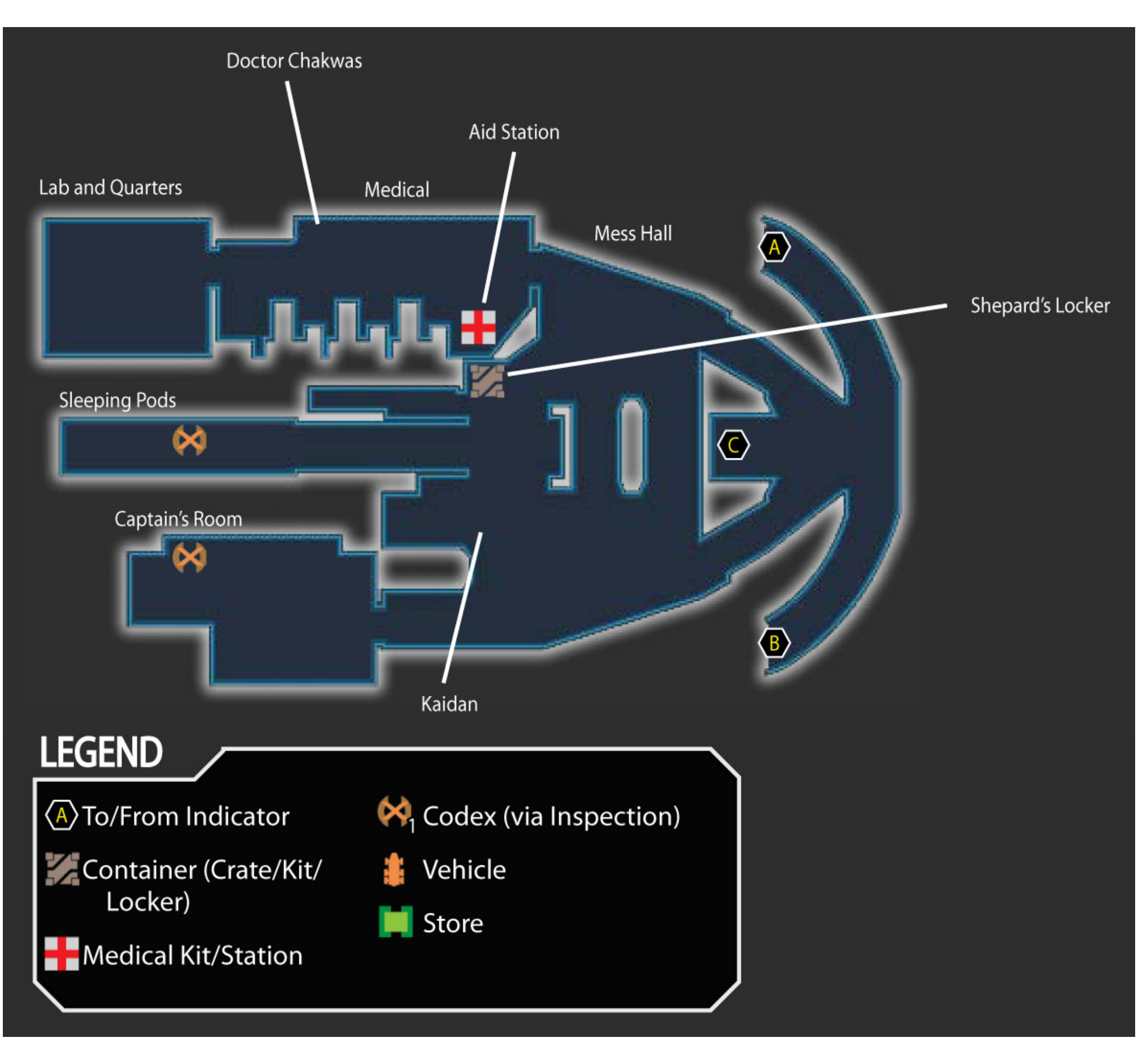
Shepard's personal storage locker, located at the Normandy's quarters level, will refill after you complete the primary missions on a critical-path world.

It sometimes fills after completing a few uncharted world assignments as well.

***Normandy* : Command Deck (After the Citadel)**


Galaxy Map
Combat Information Center
Bridge
Comm Room
Joker
Navigator Pressly
A
B
LEGEND
A To/From Indicator
Codex (via Inspection)
Container (Crate/Kit/Locker)
Vehicle
Store
Medical Kit/Station

***Normandy* : Quarters (After the Citadel)**


Doctor Chakwas
Aid Station
Lab and Quarters
Medical
Mess Hall
A
Shepard's Locker
Sleeping Pods
C
Captain's Room
B
Kaidan
LEGEND
A To/From Indicator
Codex (via Inspection)
Container (Crate/Kit/Locker)
Vehicle
Store
Medical Kit/Station

Command Deck Codex Entries

Primary Codex

Category	Entry Name	Find Location	Found Via	Character /Object	Notes
Citadel and Galactic Government	Citadel Space	Normandy: Command Deck	Inspection	Galaxy Map	None

Secondary Codex

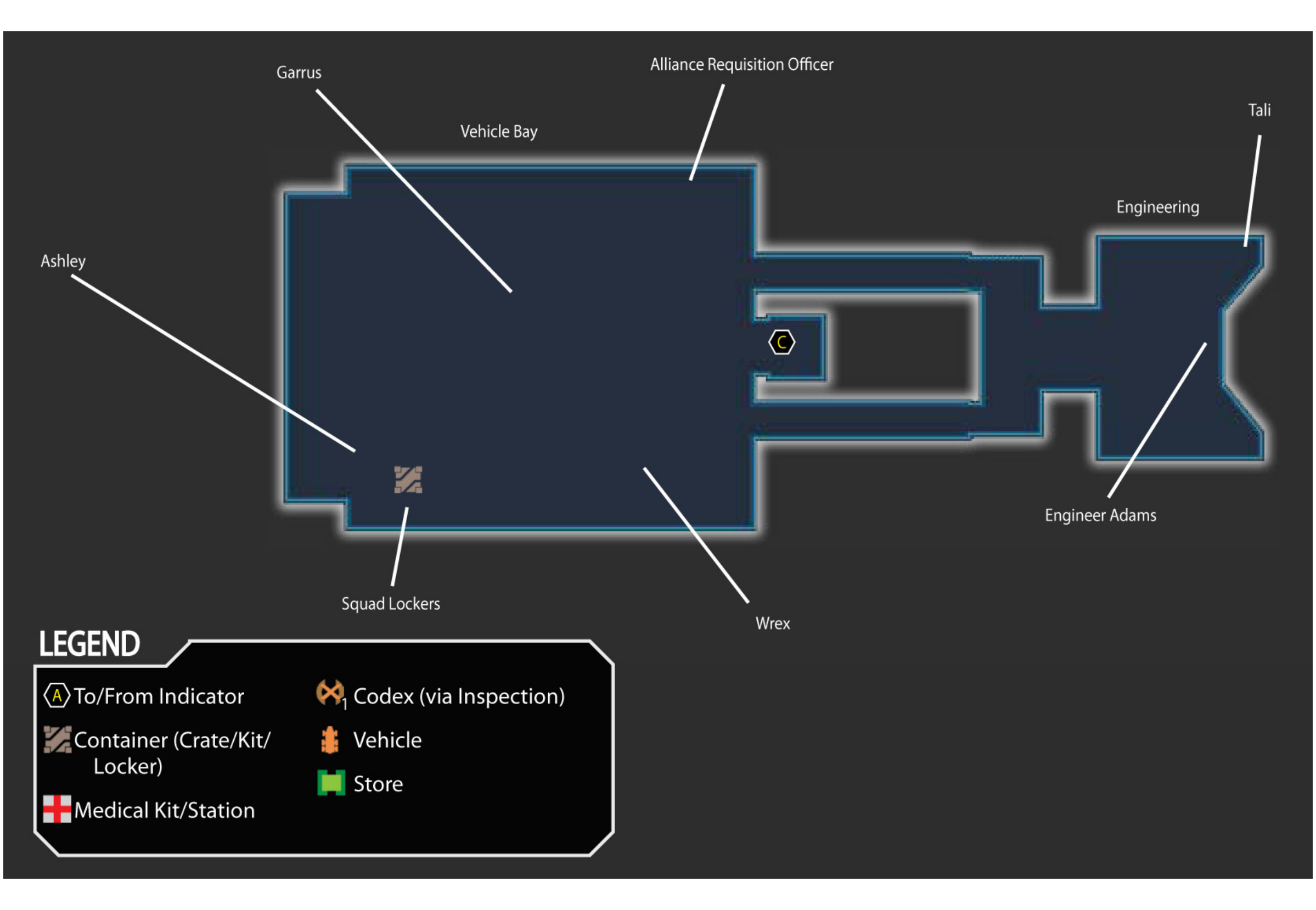
Category	Entry Name	Find Location	Found Via	Character /Object	Notes
Ships and Vehicles	FTL Drive: Appearance	*Normandy* : Command Deck	Inspection	Viewport	None
Aliens: Extinct Races	Protheans: Mars Ruins	*Normandy* : Command Deck	Inspection	Galaxy Map (select planet Mars)	None
Planets and Locations	Stations: Arcturus Station	*Normandy* : Command Deck	Inspection	Galaxy Map (select planet Therum)	None
Ships and Vehicles	*Normandy*	*Normandy* : Command Deck	Dialogue	Joker	None
Aliens: Extinct Races	Protheans: Cipher	*Normandy* : Command Deck	Dialogue	Liara	During comm room debriefing

Quarters Codex Entries

Secondary Codex

Category	Entry Name	Find Location	Found Via	Character /Object	Notes
Ships and Vehicles	Starships: Crew Considerations	*Normandy* : Quarters	Inspection	Sleeping Pod	None
Humanity and the Systems Alliance	Systems Alliance: Military Ranks	*Normandy* : Quarters	Inspection	Personnel Manual	None

Normandy: Engineering (After the Citadel)


Garrus
Alliance Requisition Officer
Vehicle Bay
Tali
Engineering
Ashley
C
Engineer Adams
Squad Lockers
Wrex
LEGEND
A To/From Indicator
Codex (via Inspection)
Container (Crate/Kit/Locker)
Vehicle
Store
Medical Kit/Station

Engineering Codex Entries

Primary Codex

Category	Entry Name	Find Location	Found Via	Character /Object	Notes
Ships and Vehicles	FTL Drive	*Normandy* : Engineering	Dialogue	Engineer Adams	None
Ships and Vehicles	Military Ship Classifications	*Normandy* : Engineering	Dialogue	Engineer Adams	None
Ships and Vehicles	Normandy	*Normandy* : Engineering	Dialogue	Engineer Adams	None

Secondary Codex

Category	Entry Name	Find Location	Found Via	Character /Object	Notes
Aliens: Non-Council Races	Quarians: Economy	*Normandy* : Engineering	Dialogue	Tali	None
Aliens: Non-Council Races	Quarians: Government	*Normandy* : Engineering	Dialogue	Tali	None
Aliens: Non-Council Races	Quarians: Migrant Fleet	*Normandy* : Engineering	Dialogue	Tali	None
Aliens: Non-Council Races	Krogan: Genophage	*Normandy* : Engineering	Dialogue	Wrex	None

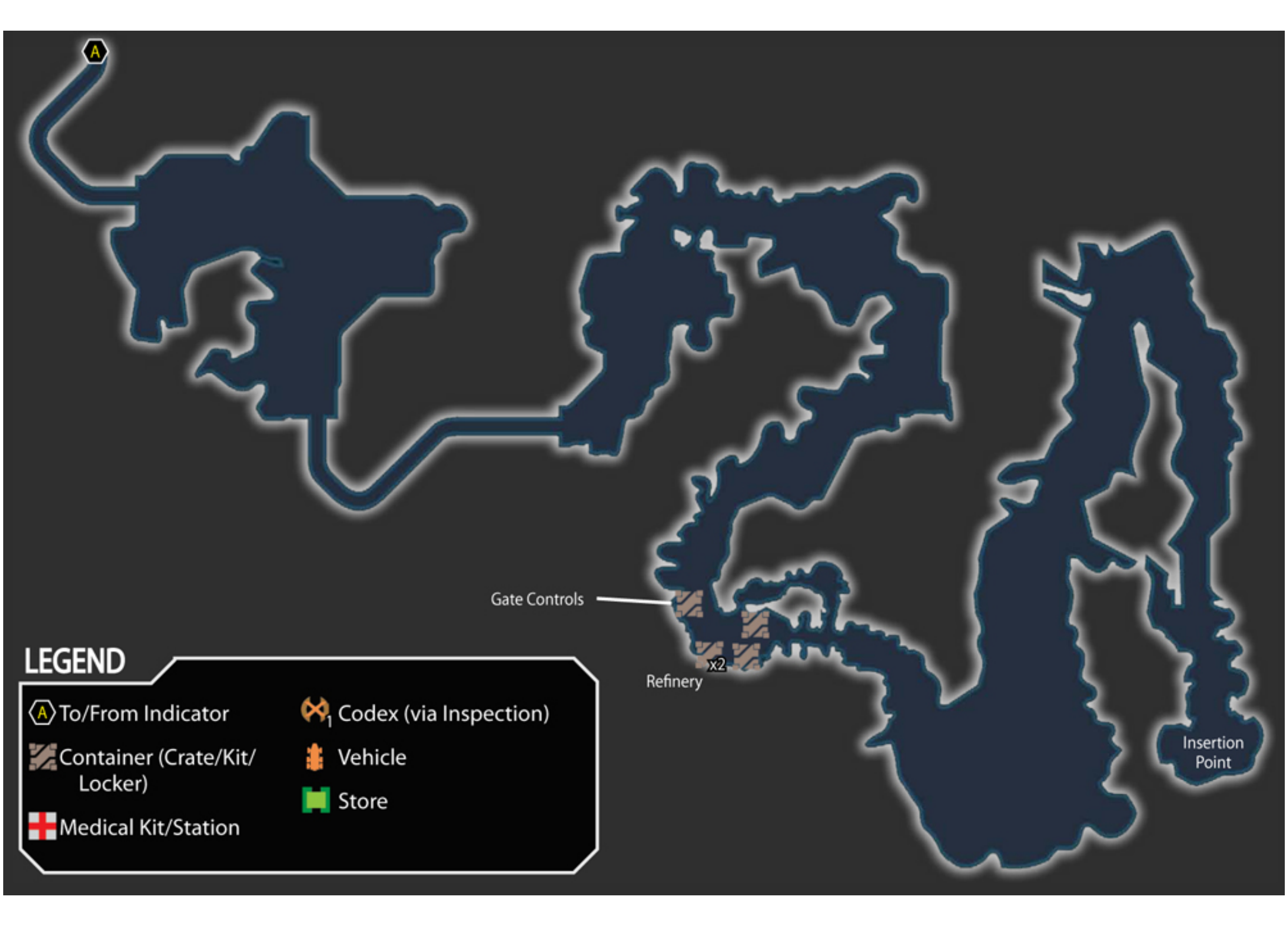
Uncharted World: Therum

Spoiler alert!

The Uncharted World you must explore to track down Liara is called Therum. It is a desolate, fiery planet where ancient Prothean ruins can be identified from space.

See the walkthrough for details on how to travel to this strange Uncharted World.

Therum: Surface

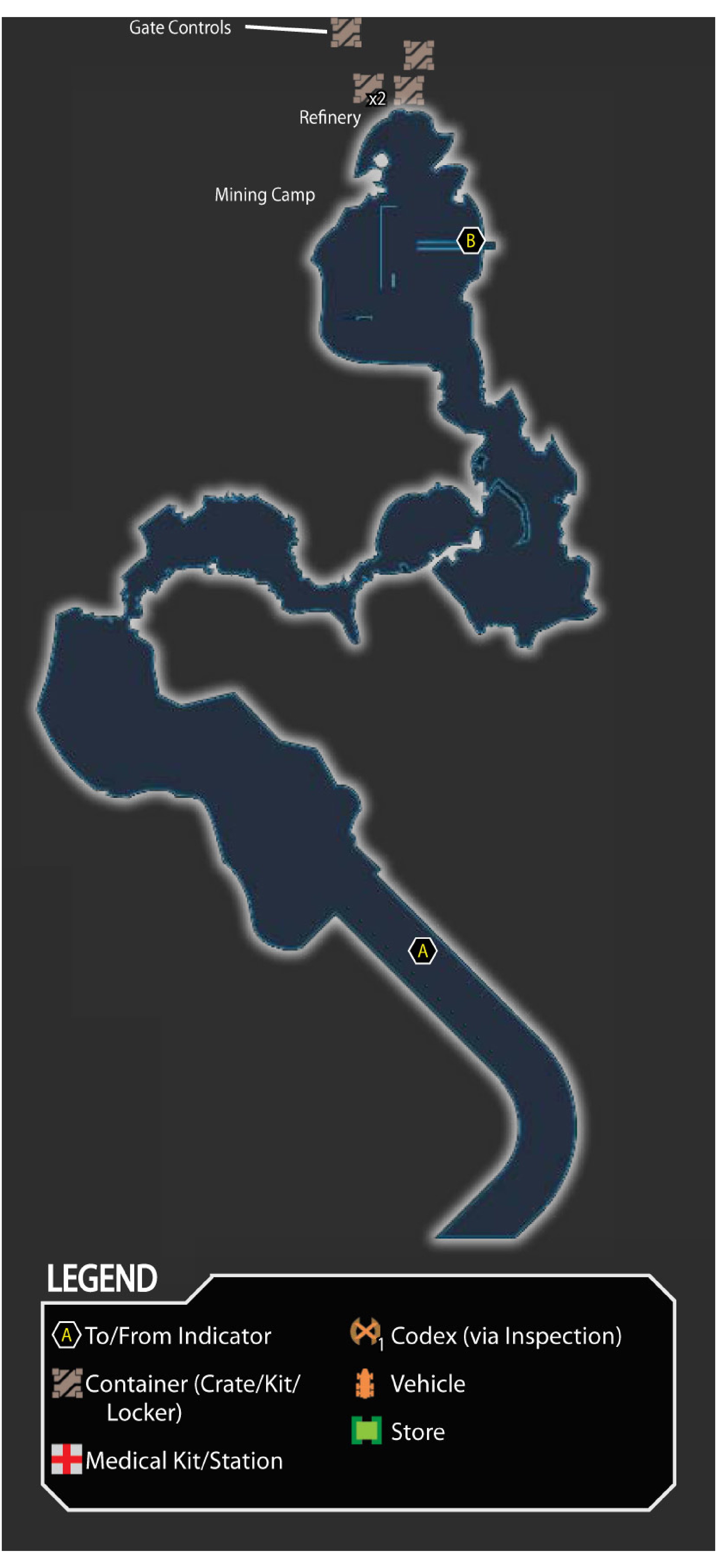

A
Gate Controls
Refinery
x2
Insertion Point
LEGEND
A To/From Indicator
Codex (via Inspection)
Container (Crate/Kit/Locker)
Vehicle
Store
Medical Kit/Station

Surface Codex Entries

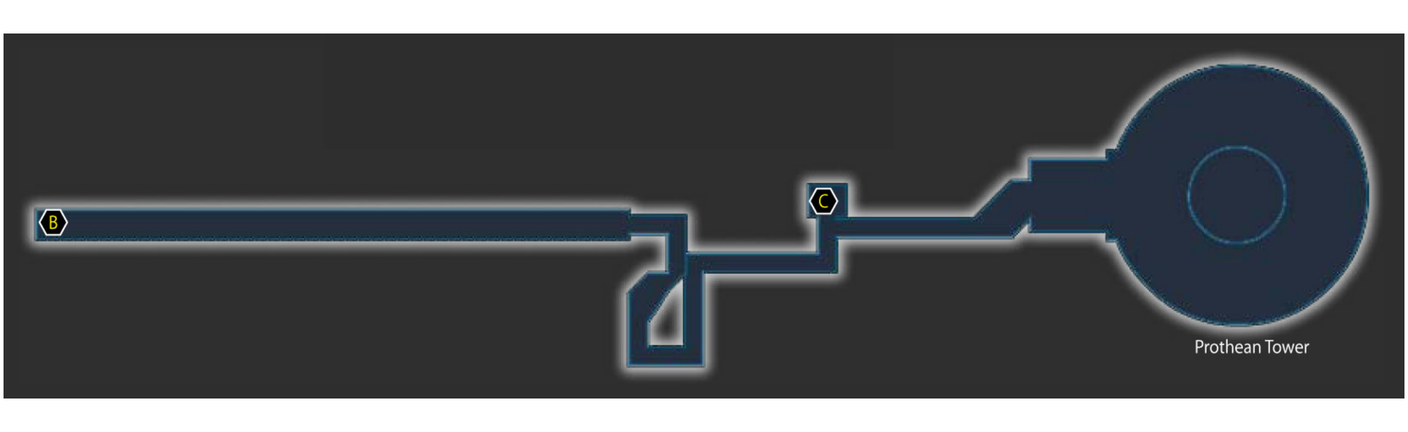
Primary Codex

Category	Entry Name	Find Location	Found Via	Character /Object	Notes
Aliens: Non-Council Races	Geth: Armatures	Therum	Encounter	Armatures	None

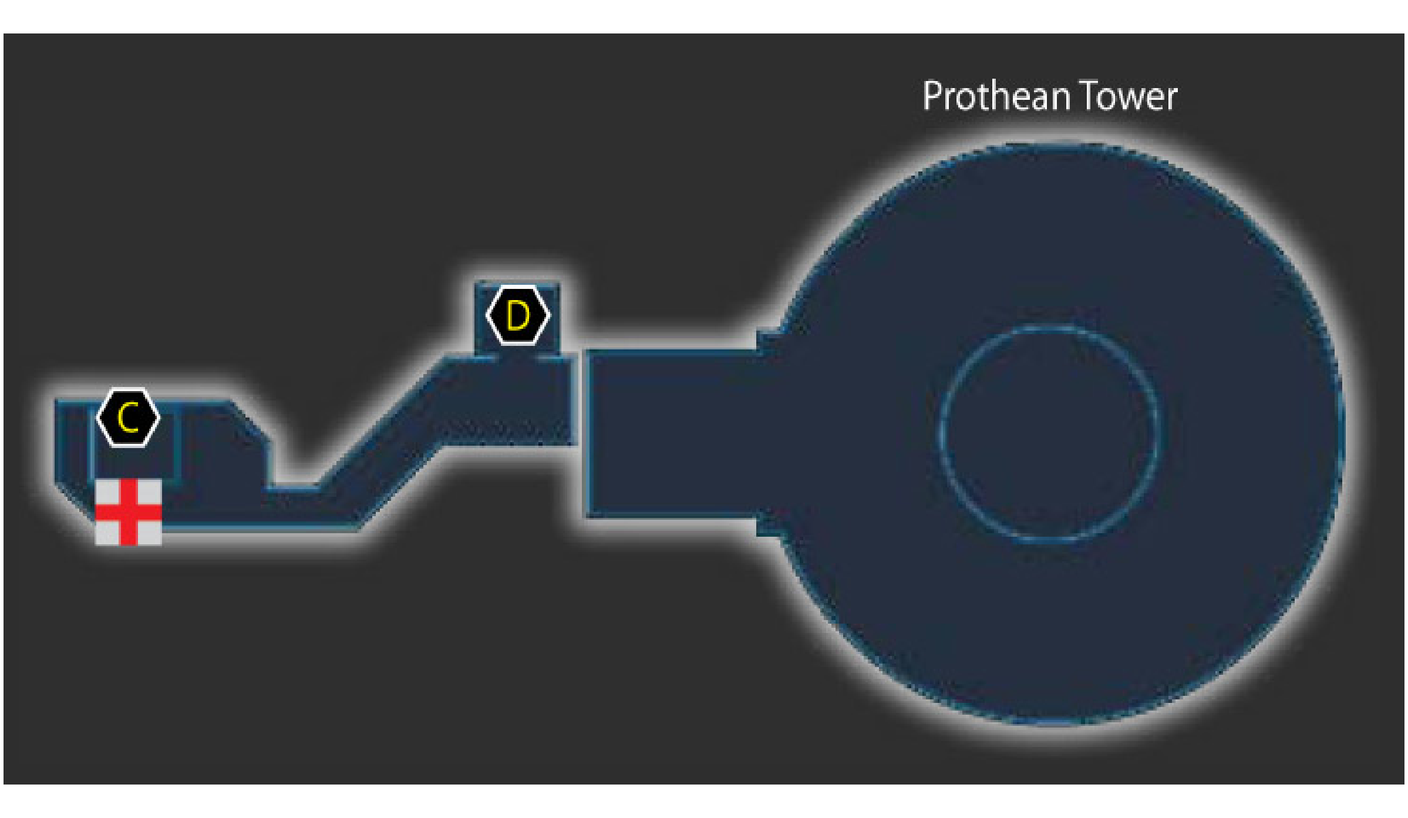
Therum: Ruins


Gate Controls
x2
Refinery
Mining Camp
B
A
LEGEND
A To/From Indicator
Codex (via Inspection)
Container (Crate/Kit/Locker)
Vehicle
Store
Medical Kit/Station

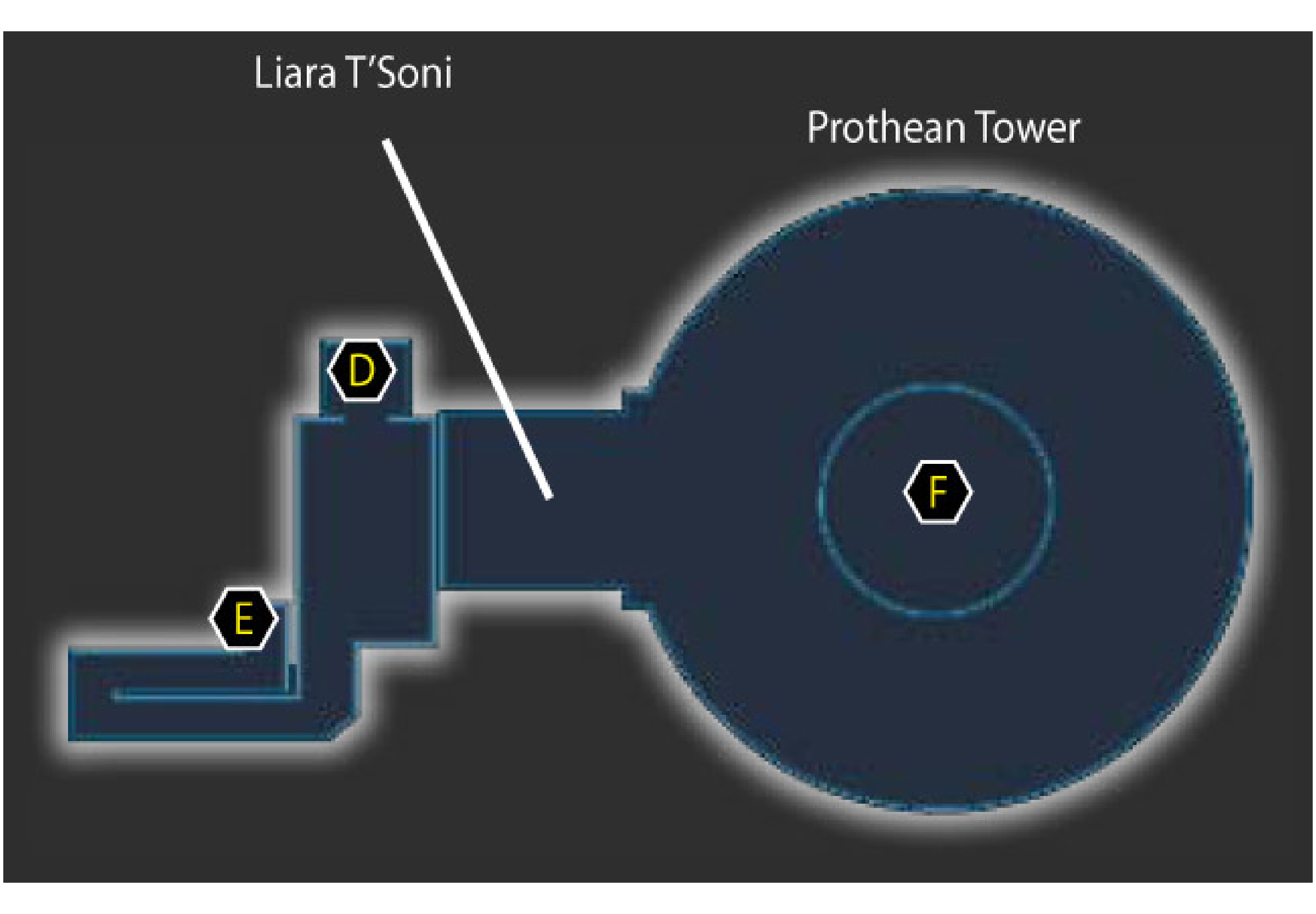
Therum Ruins 2


B
C
Prothean Tower

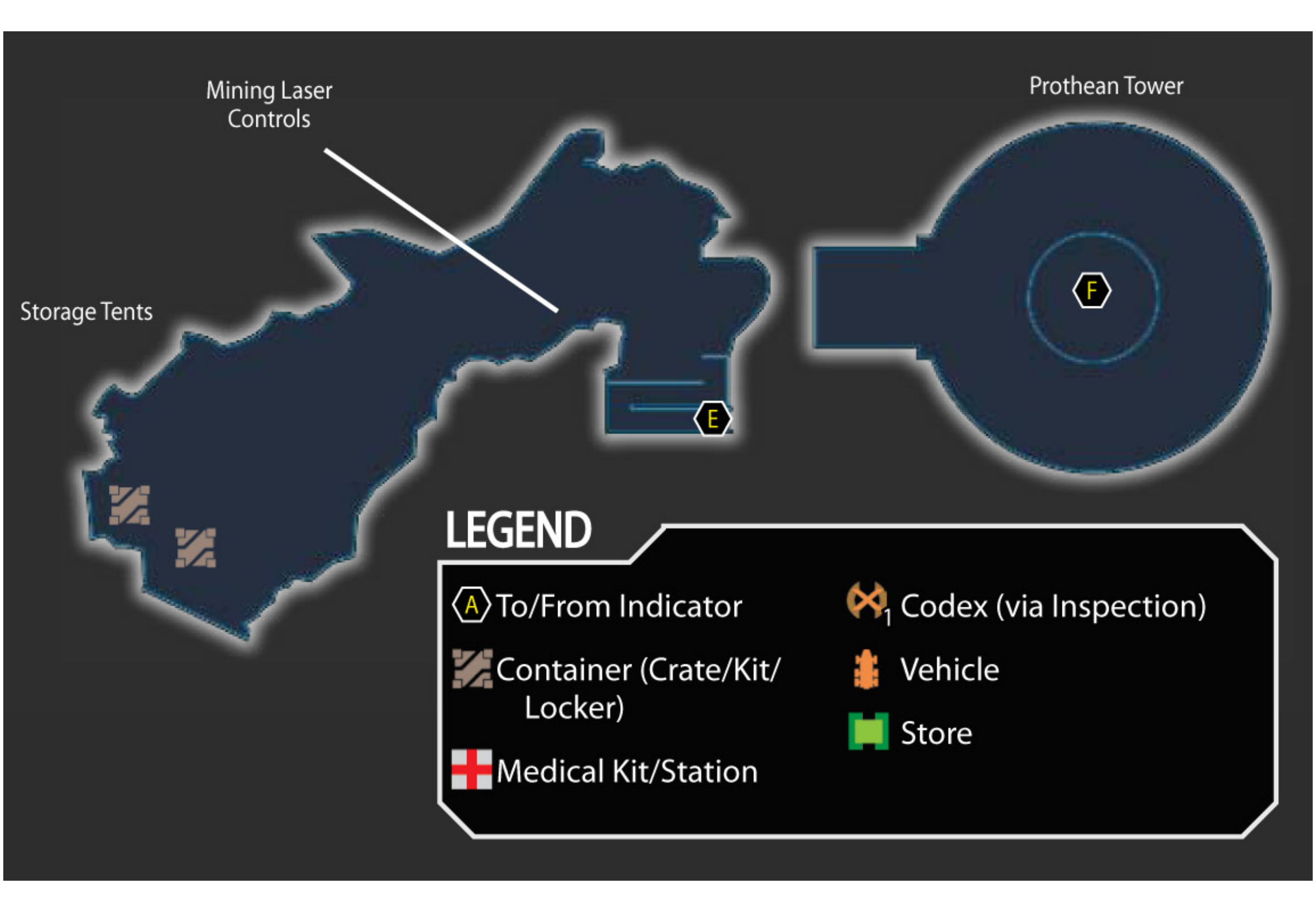
Therum Ruins 3


Prothean Tower
D
C

Therum Ruins 4


Liara T'Soni
Prothean Tower
D
F
E

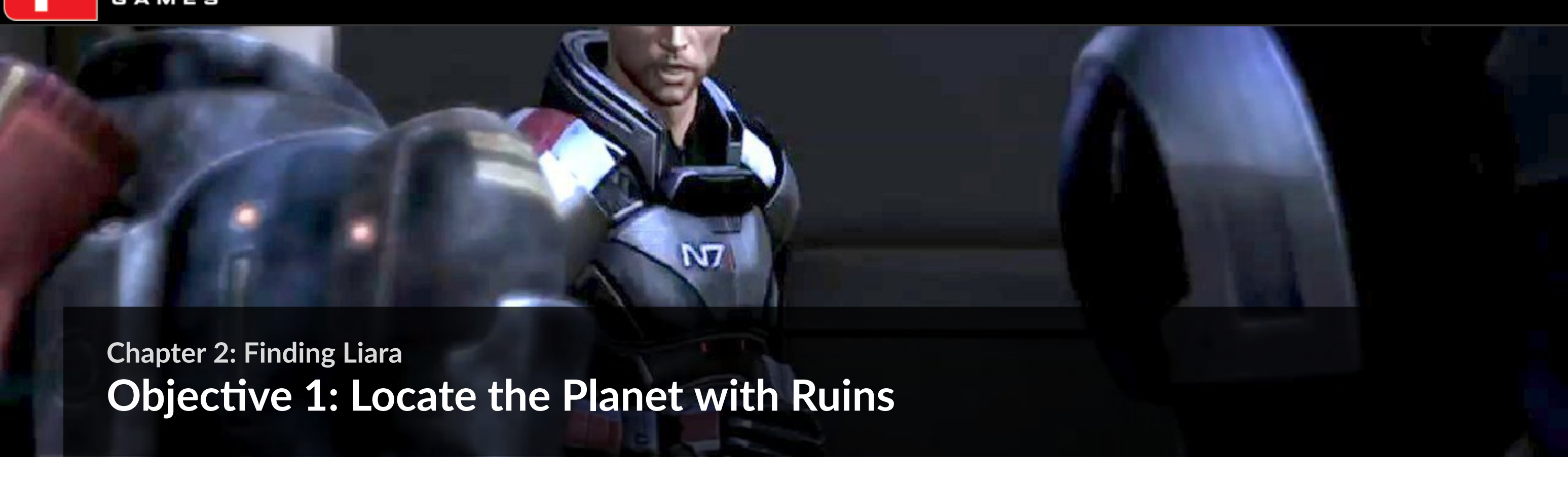
Therum Ruins 5


Mining Laser Controls
Prothean Tower
Storage Tents
F
E
LEGEND
A To/From Indicator
Codex (via Inspection)
Container (Crate/Kit/Locker)
Vehicle
Store
Medical Kit/Station

Ruins Codex Entries

Secondary Codex

Category	Entry Name	Find Location	Found Via	Character /Object	Notes
Aliens: Non-Council Races	Geth: Hoppers	Therum	Encounter	Hoppers	None



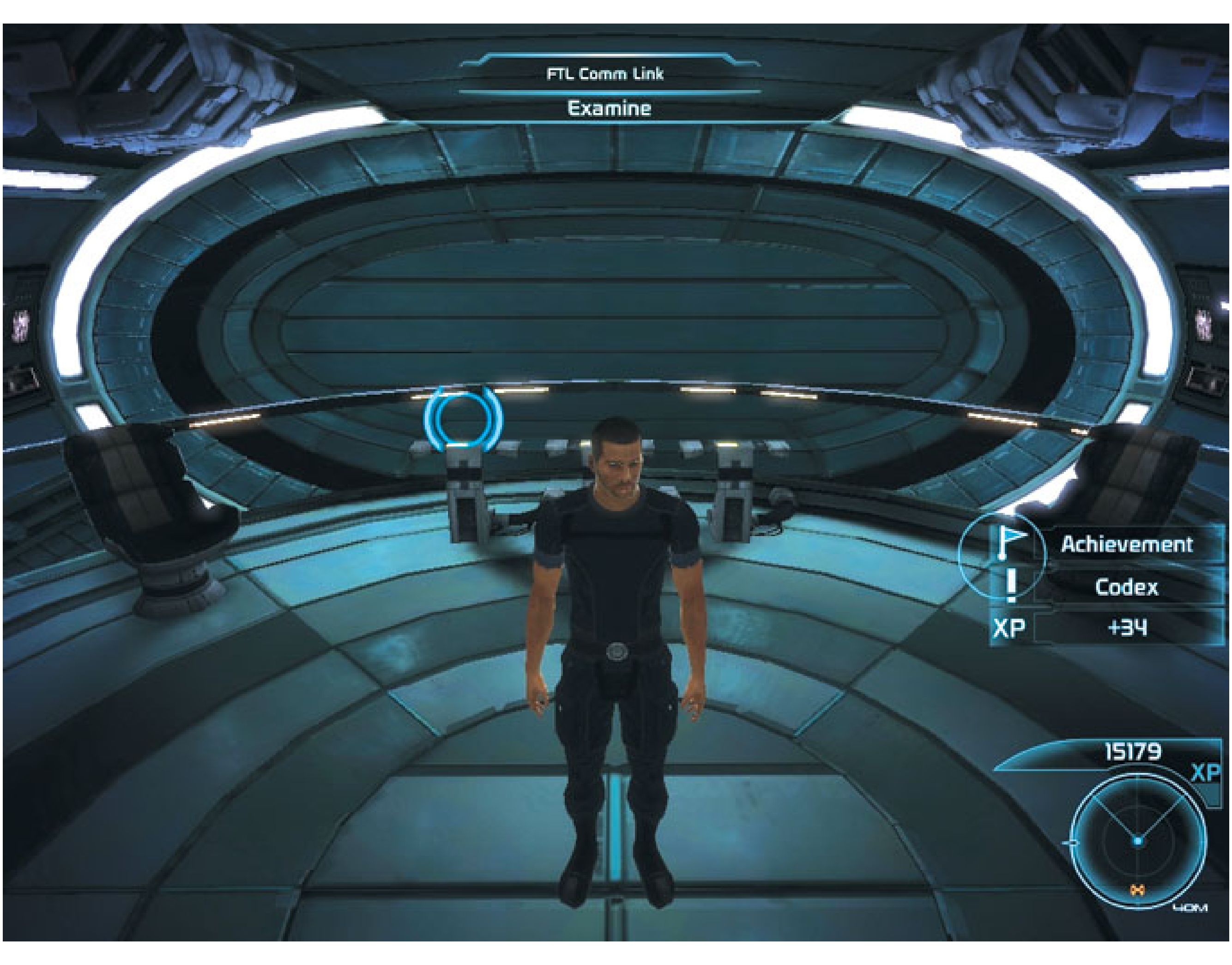
Chapter 2: Finding Liara

Objective 1: Locate the Planet with Ruins

Captain on Deck

As the *Normandy* 's new captain, your first duty is to speak with the ship's crew through the intercom. The dialogue choices you make during this pep talk can earn you morality points.

Select the upper options to advance along an uplifting, Paragon line of speech, emphasizing cooperation with other alien races. Or pick the lower ones to take on a more xenophobic Renegade tone.

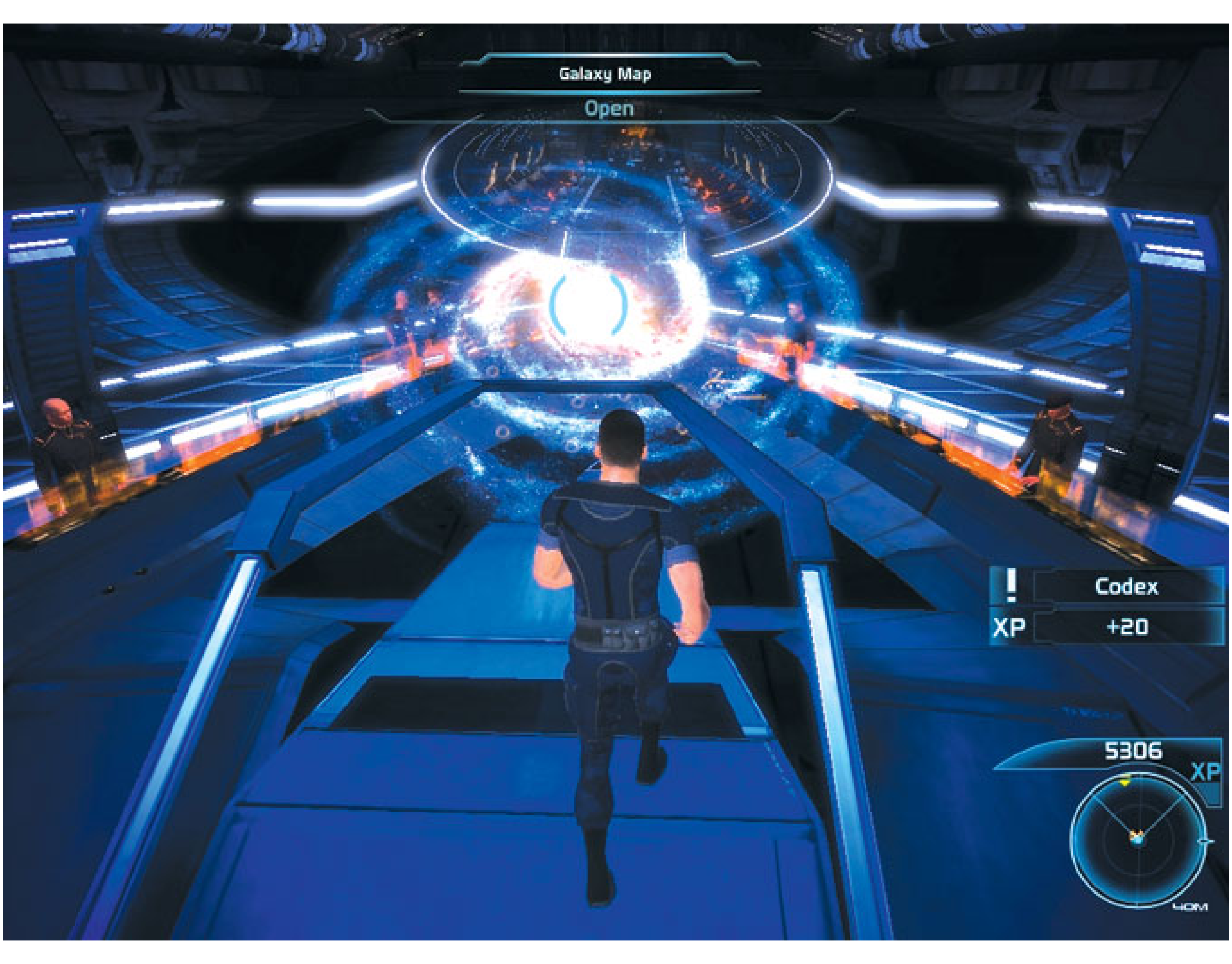


Investigate the *Normandy* as you see fit to obtain additional Codex entries through dialogue and inspection.

Refer to the maps and tables at the start of this walkthrough segment to learn where to find each character and Codex inspection point.

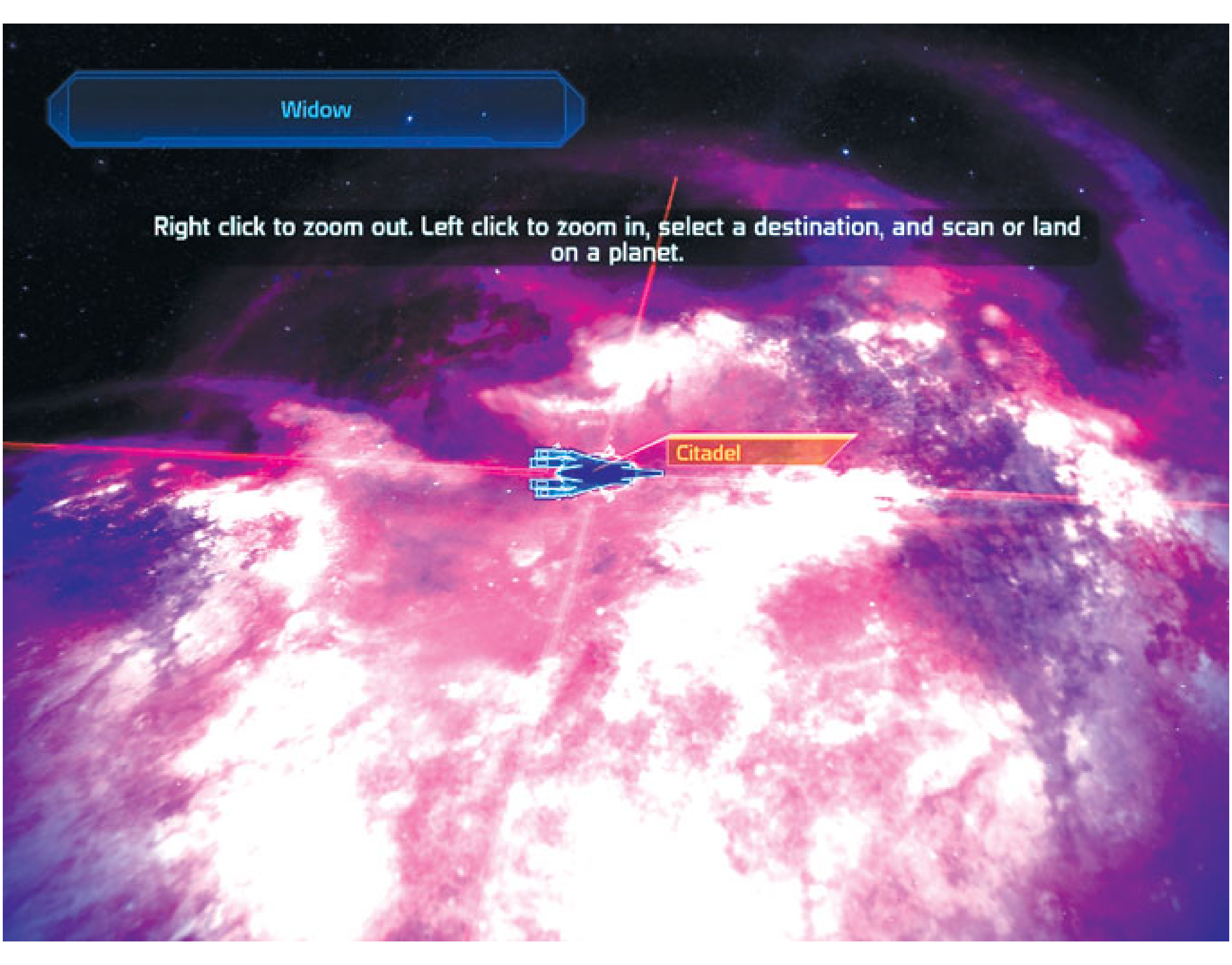
You may also want to pay a visit to the *Normandy* 's Requisitions Officer at the engineering level to view his wares.

New items are now available, thanks to the manufacturer's licenses you purchased during your stay at the Citadel.



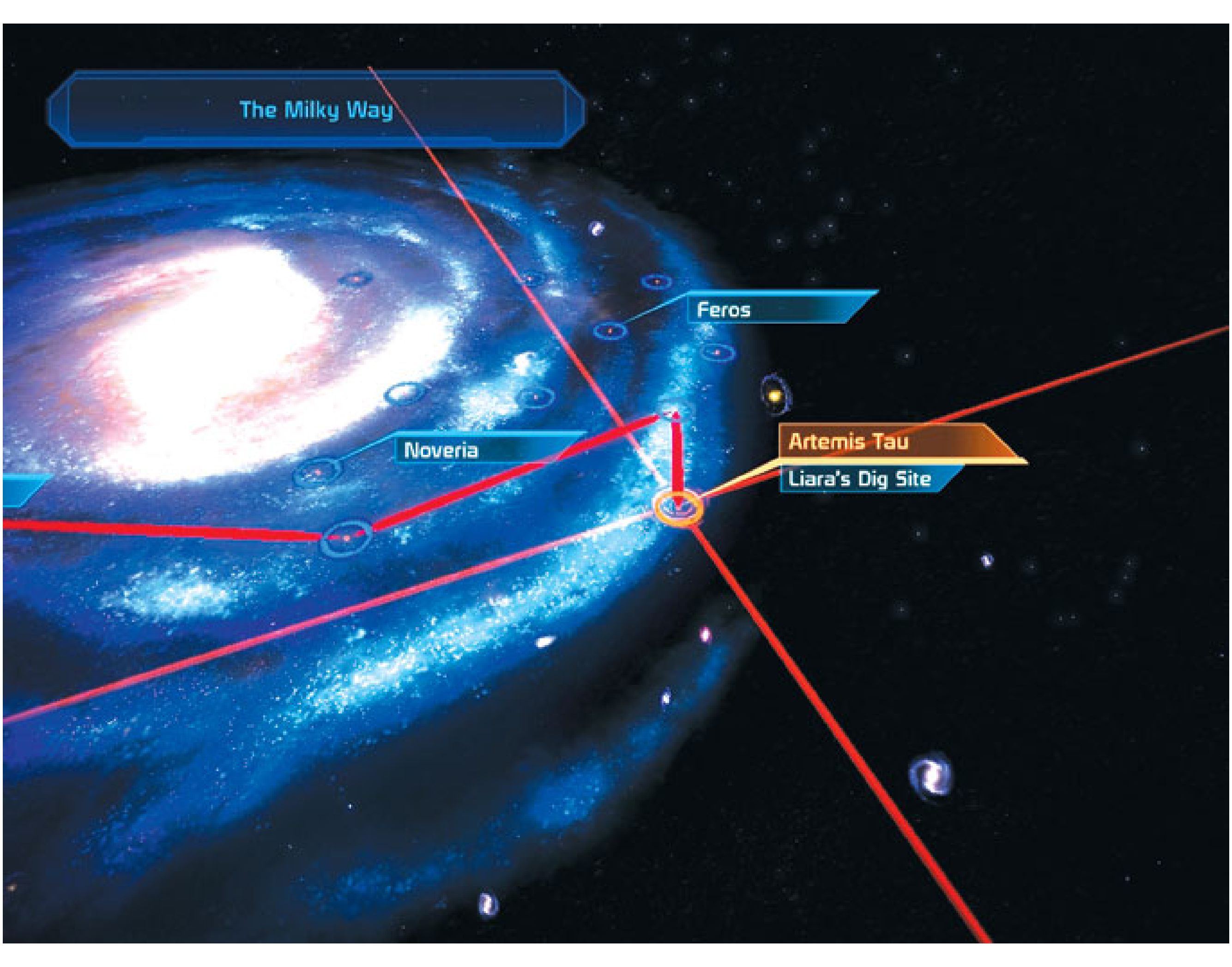
When you're ready to get on with your primary mission, return to the command deck level and head to the combat information center.

Approach the **galaxy map** and press [E] or [Enter] to open it up. You could never view the map before; only the ship's captain has clearance to set new courses for the *Normandy* .


Widow
Right click to zoom out. Left click to zoom in, select a destination, and scan or land on a planet.
Citadel

Your first look at the galaxy map may be a bit daunting, but don't worry: we'll lead you straight to where you need to go. Your viewpoint begins centered on the Citadel, as the *Normandy* still rests at dock with the station.

Press the right mouse button to zoom out to the **system view** , from which you may see all planets and celestial bodies of note in the system. Only the Citadel is shown, as it's the only location of note in the Widow system.



Press the right mouse button a second time to zoom out to the full-scale **cluster view** of the galaxy. From this perspective, you have a clear view of all of the known clusters of systems that populate the Milky Way.

Highlight any cluster to bring up its name, along with a red line that appears to link your current location to the cluster you've targeted.

This line represents the path the *Normandy* will travel through the galaxy to reach the highlighted cluster via **mass relays** .

Glossary

Clusters and Systems

Like our own solar system, all planets within the Milky Way revolve around other celestial bodies called stars. Groups of planets that encircle stars are known as **systems** .

Dense regions of space that contain one or more systems of planets are known as **clusters** . Dozens of planets can exist within a single cluster, and there are more than a dozen clusters for you to explore in Mass Effect.

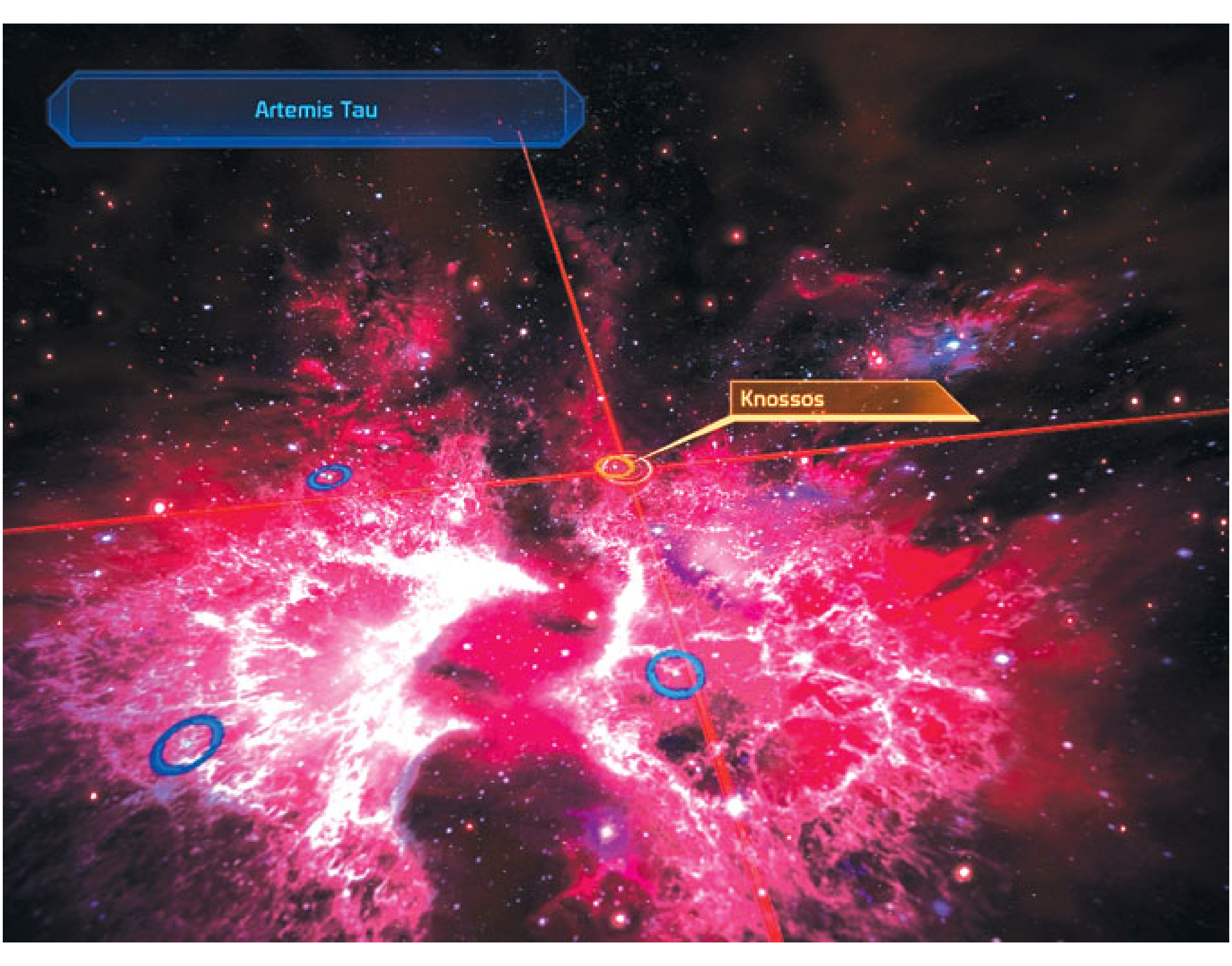
However, only a handful of these clusters are linked to Shepard's primary mission of tracking down Saren and the geth.

The rest are largely in place to house secondary assignments you may opt to undertake during the game.

Mass Relay

The Prothean invention that affected humanity most was the mass relay. This network of pathways allows instantaneous travel across the galaxy, covering vast distances too large for FTL ships to navigate.

The first human encounter with an actual mass relay, which was encased in ice on a Pluto moon, led humanity from its native solar system into the intergalactic community.

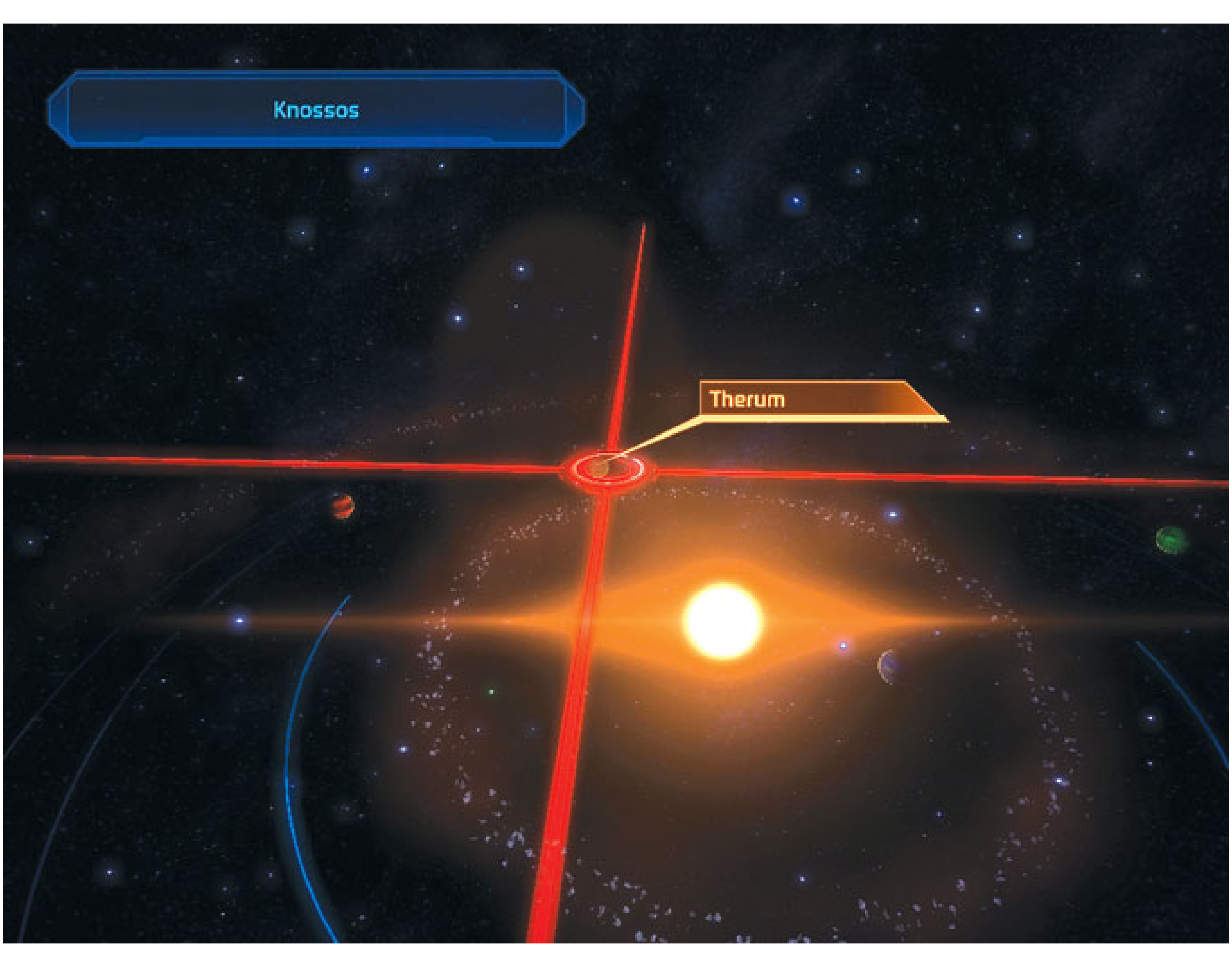


Captain Anderson and Admiral Udina advised you to explore the Artemis Tau cluster in search of Matriarch Benezia's daughter, Liara T'Soni.

Highlight that cluster (labeled on the galaxy map as "Liara's Dig Site") and press the left mouse button to zoom in for a look at the systems it contains.

Because you have no further information on where Liara might be, you'd normally search each and every system to track her down.

Your only lead is a hint from Captain Anderson to look for a planet that features Prothean ruins.



Let's make this easy: Liara is on the planet Therum within the Knossos system. Target that system and press the left mouse button to initiate a FTL mass relay jump there.

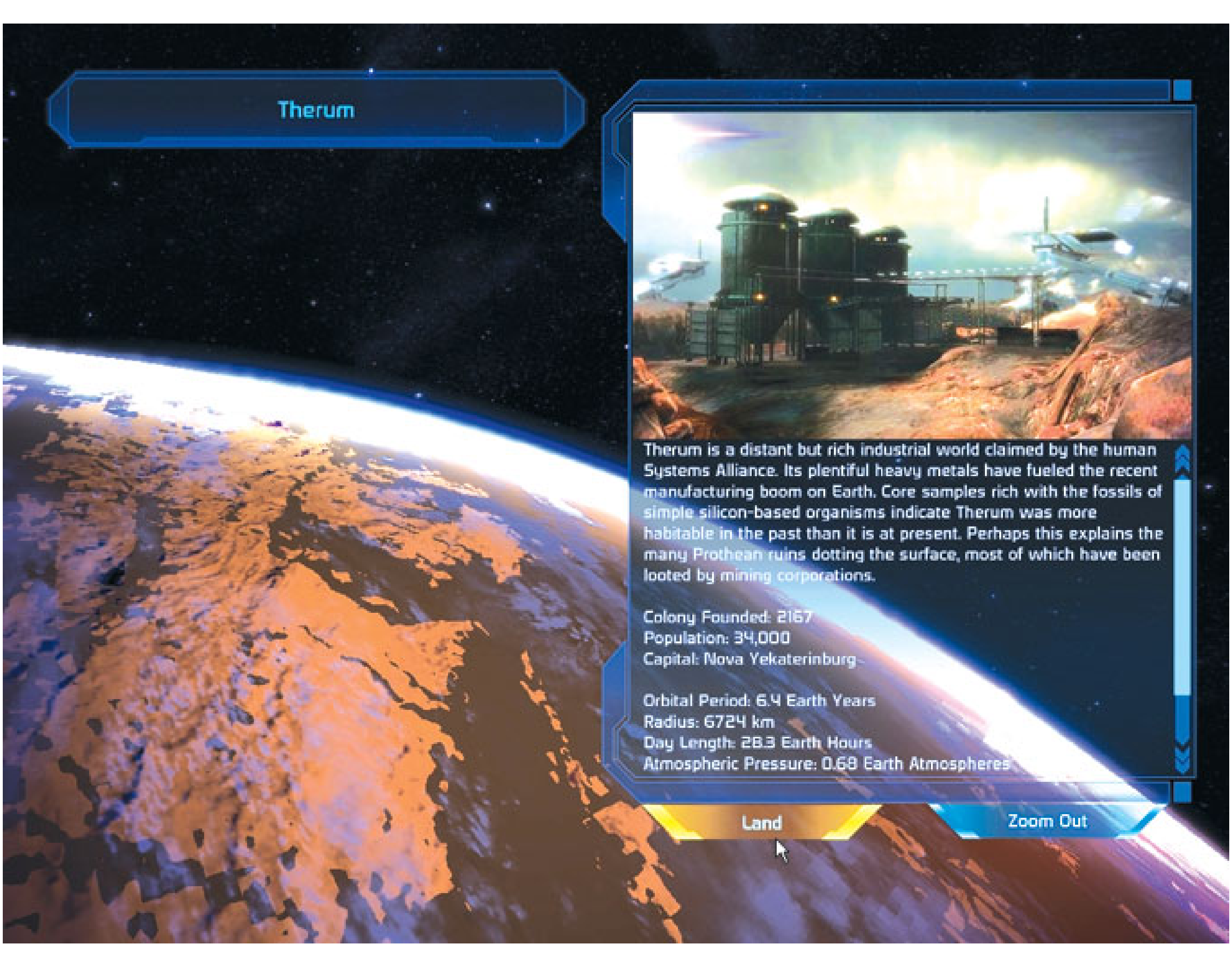
The Normandy exits the Citadel space dock and speeds off toward Knossos.

Note

While traveling among systems in the galaxy, you'll periodically receive odd transmissions from a variety of sources.

Most of these communications are related to secondary assignments, and it's up to you to decide if you want to follow up on them.

It's strategically sound to explore all possible assignments before carrying on with your primary mission, as the experience and items you gain make your squad much more powerful. The choice is yours, commander.



Therum is a distant but rich industrial world claimed by the human Systems Alliance. Its plentiful heavy metals have fueled the recent manufacturing boom on Earth. Core samples rich with the fossils of simple silicon-based organisms indicate Therum was more habitable in the past than it is at present. Perhaps this explains the many Prothean ruins dotting the surface, most of which have been looted by mining corporations.

Colony Founded: 2167
Population: 34,000
Capital: Nova Yekaterinburg

Orbital Period: 6.4 Earth Years
Radius: 6724 km
Day Length: 28.3 Earth Hours
Atmospheric Pressure: 0.68 Earth Atmospheres

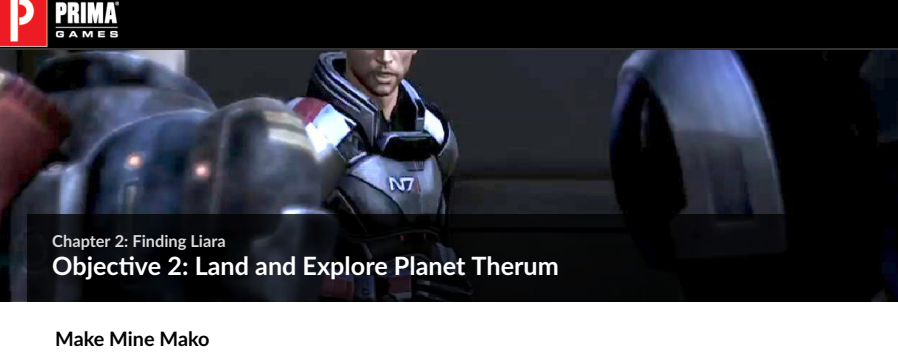
When you've reached the Knossos system, can view and examine each of its planetary bodies via orbital sensor sweeps. Target any planet and press the left mouse button to zoom in and call up its overview description.

Planet Therum's overview provides the clue you seek: it describes several Prothean ruins dotted across the planet's surface. Dr. T'Soni must be conducting her research in Prothean culture here.

When you're ready to begin your search for the Matriarch's daughter, click on the Land button at the bottom of the planet description to deploy your squad onto Therum's surface.

Tip

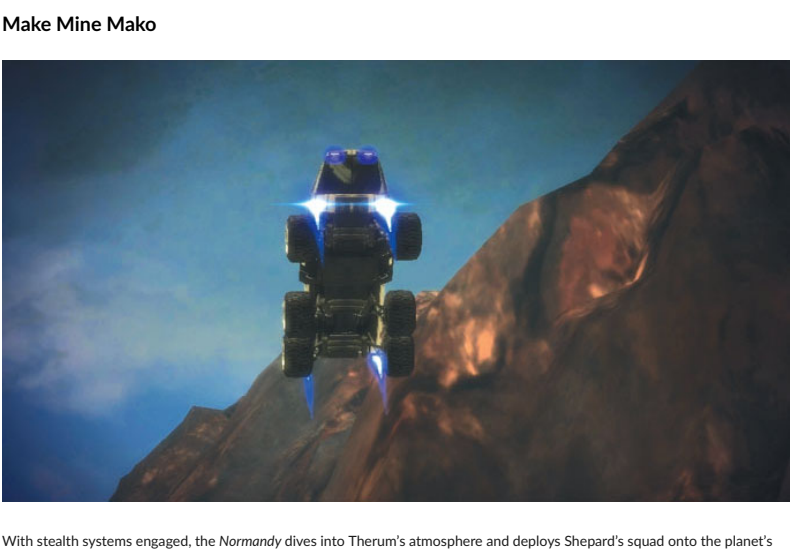
You'll be facing intense combat and a large number of synthetic enemies while exploring Therum. Pick a combat-oriented squad and make sure to install upgrades to their weapons and armor as appropriate.



Chapter 2: Finding Liara

Objective 2: Land and Explore Planet Therum

Make Mine Mako



With stealth systems engaged, the *Normandy* dives into Therum's atmosphere and deploys Shepard's squad onto the planet's surface.

Shepard and company don't have to huff it on foot this time: Dr. T'Soni's exact location isn't known, so the crew uses the Alliance's surface exploration vehicle, the M35 Mako, to expedite their search.

Note

The Mako's sensors are far more powerful than the ones implemented into your team's outfits.

Tap the left bumper to see targets 40 meters ahead. Click the right thumbstick in turret mode to focus on targets 400 meters ahead. It's therefore able to identify threats at a greater range when traveling.

Garrus
Shepard
Wrex
400M

The drop zone features no immediate dangers. If this is your first time piloting the Mako, spend a moment acquainting yourself with its controls.

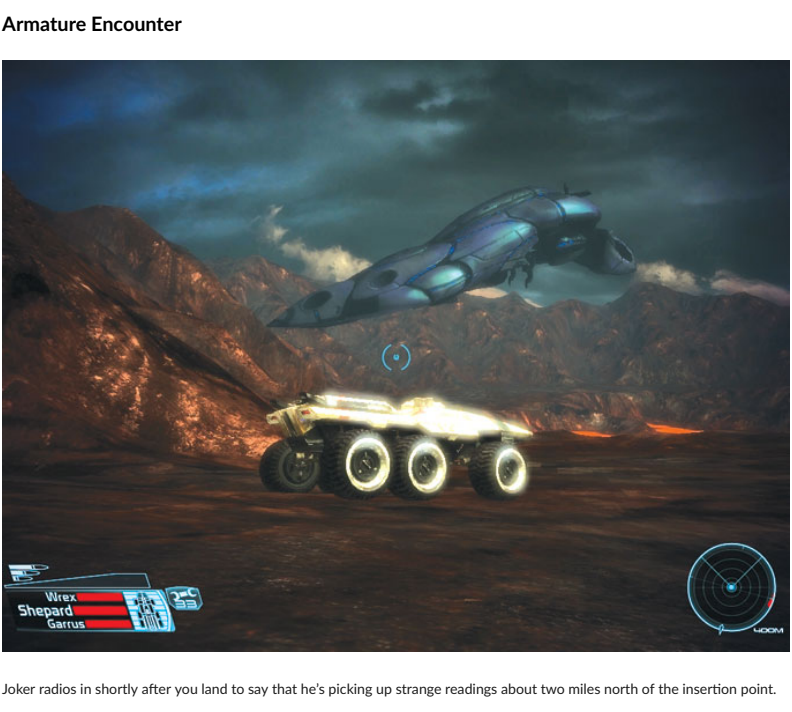
The Mako steers as you'd expect: it's built for intense exploration ops and can scale rocky surfaces with ease. It also features boosters that can be engaged with a press of [spacebar] to help it clear obstacles.

Note

Your squad is largely invulnerable to enemy attacks while riding in the Mako, though the squad will die if the Mako itself is destroyed.

Stay out of those lava pools! Press [Q] at any time to order your team out of the vehicle to explore on foot.

Armature Encounter

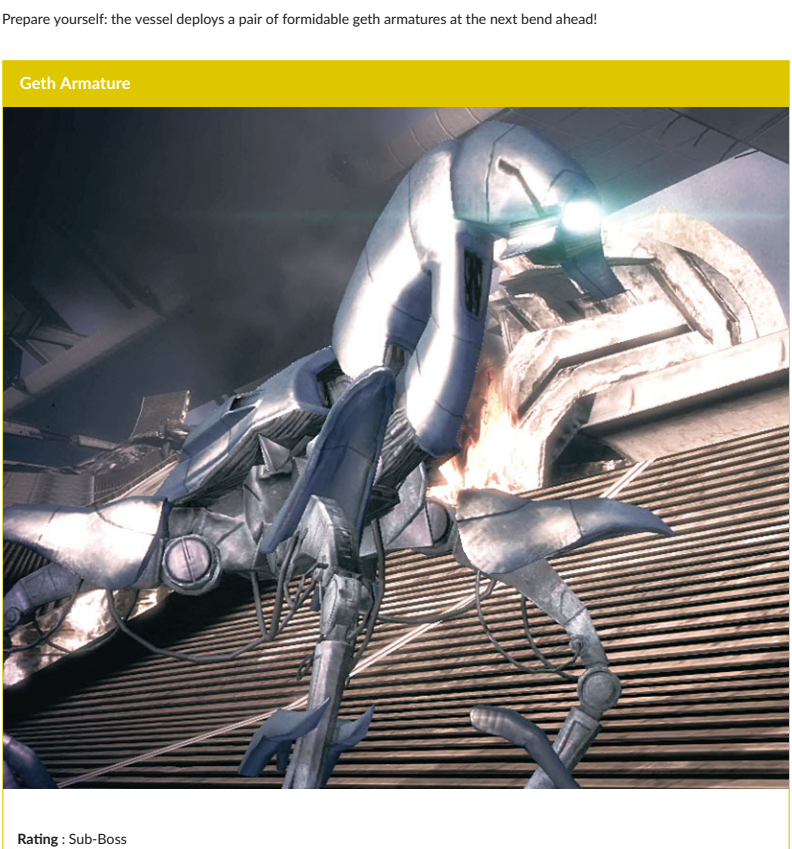


Joker radios in shortly after you land to say that he's picking up strange readings about two miles north of the insertion point.

Start rolling along the trail, rounding the first sharp bend and cruising onward until you notice a massive dropship fly past.

Prepare yourself: the vessel deploys a pair of formidable geth armatures at the next bend ahead!

Geth Armature



Rating : Sub-Boss

Resistances : Combat

Weaknesses : None

Powers:

- Siege Pulse

Armatures are heavily armored mechanical quadrupeds. They're similar in design to the Mako and are the geth's answer to an armored planetary surface explorer.

Armatures come stocked with a powerful, stable rifle to combat ground troops and a giant Siege Pulse cannon capable of inflicting heavy damage with a large splash-damage effect.

It's wise to keep well away from armatures so you can avoid their sluggish Siege Pulse attacks.

Geth Heavy Turret

Rating : Sub-Boss

Resistances : Combat Biotics (Physics Immune)

Weaknesses : Tech

Powers:

- Disruption Rocket
- Scram Rocket

Disruption Rocket is short range with heavy splash damage.

Scram Rocket is long range (<100m-400m) with much less splash. Attached to the ground, so they are immune to Throw, Lift, and Singularity.

It's time to test out the Mako's combat capabilities. Stay far away from the armatures and press the right mouse button to fire devastating shells from the Mako's main cannon.

Pressing and holding the left mouse button fires the Mako's machine gun, which is primarily intended for use against weaker troops and foot soldiers.

Press Left [Shift] once or twice to zoom in for a closer view of the armatures if you're having trouble lining up shots.

Caution

Armature Siege Pulse attacks are slow but devastating. Position the Mako sideways so you may roll left or right to avoid these dangerous attacks.

Experienced drivers can press [spacebar] to engage the Mako's boosters, leaping over pulse blasts and rockets in daredevil fashion!

Note

The Mako's shields are shown by a number of blue bars that appear beneath its status outline at the screen's lower-left corner.

The bars fade as the Mako's shields absorb damage and are quite slow to recharge compared to squad members' shields.

The Mako's status outline represents its state of health; areas of the outline turn red as attacks bypass the Mako's shields and damage the vehicle's plating.

Press [F] to use Omni-Gel to repair the Mako, but beware: The Mako shuts down for 15 seconds while repairs are being conducted.

The shields still work, but you're a sitting duck inside it. You can't move, aim, fire, or exit the vehicle until the repairs are complete.

Blast each armature twice with the Mako's cannon to destroy them (it takes much more than 2 shots to kill the armatures when playing on Hardcore or Insanity).

This fight is a breeze if you keep a distance and position the Mako sideways so you can strafe left and right to avoid the armature's pulse attacks.

Continue onward after the fight and round the bend ahead to reach a nearby refinery controlled by the geth.

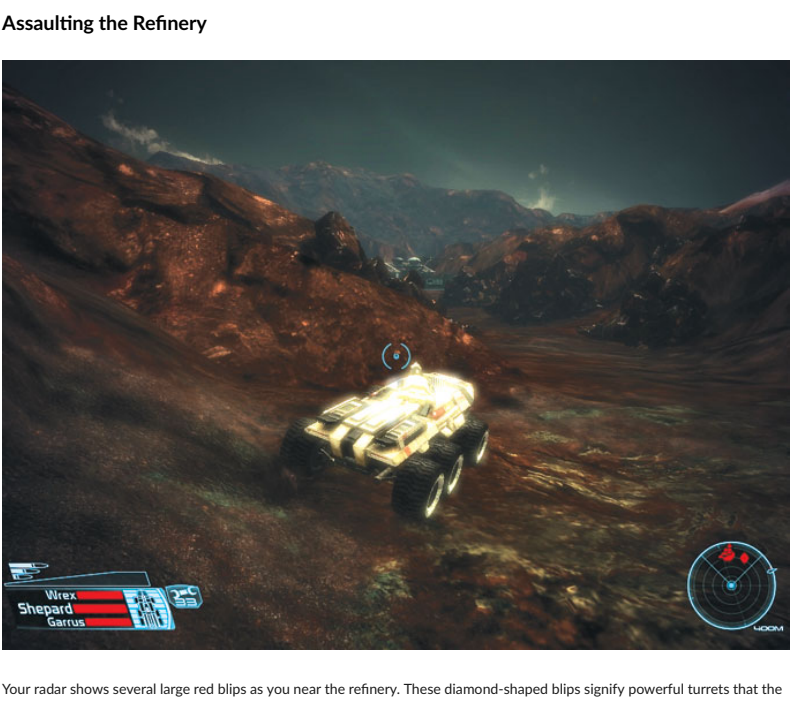
Tip

The Mako relies on Omni-Gel for repairs. Strive to keep the Mako from suffering hull damage by allowing its shields to recharge when necessary.

Your supply of Omni-Gel is shown beneath the wrench icon at the lower-left corner of the screen.

If you're running low on Omni-Gel, consider visiting the Equipment menu and melting down some of your surplus weapons and upgrades to replenish your reserves.

Assaulting the Refinery



Your radar shows several large red blips as you near the refinery. These diamond-shaped blips signify powerful turrets that the geth have erected to fortify the outpost's main entrance.

Your squadmates suggest utilizing a side passage to the right for a more tactical approach.

Back the Mako away from the refinery until the outpost's turrets lose track of you, then make a dash for the side passage (shown on the map).

The side passage isn't completely clear; one lone **geth heavy turret** stands near its midpoint. Blast the turret the moment you see it, then quickly reverse so the device can't strike you with its slow-moving rockets.

Pop into view once more and blast the turret a second time, repeating this process until you destroy it.

Tip

Again, the Mako's main cannon is the ideal weapon to employ against heavily armored adversaries like geth turrets.

Its incredible one-shot impact deals extreme damage, allowing you to utilize cover while ducking out to unleash quick, potent blasts.

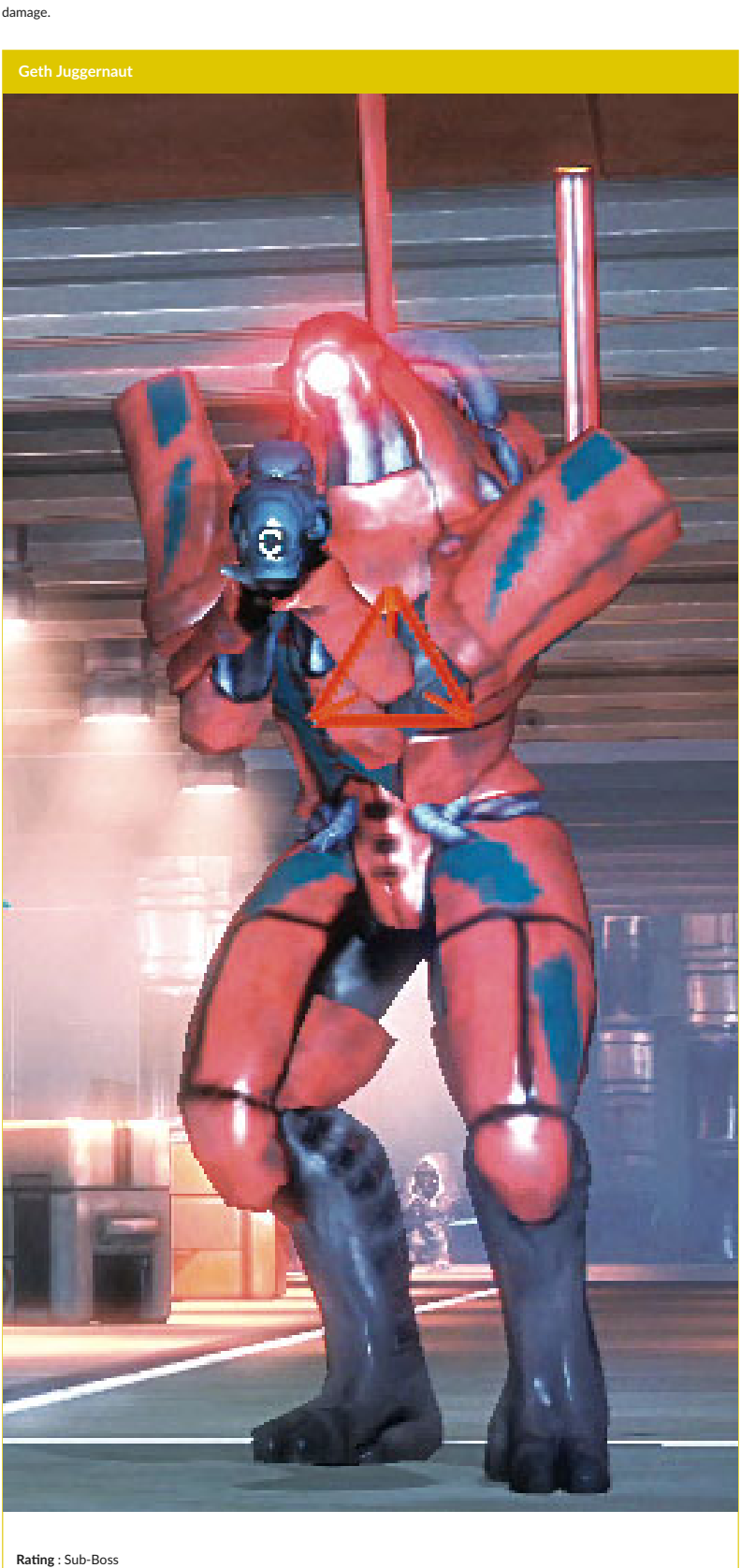
After destroying the turret, use the side passage as a staging ground from which to conduct your assault on the refinery's interior forces.

Two new and dangerous adversaries patrol the refinery: A fearsome **geth juggernaut** , and a number of lesser **geth rocket troopers** .

The juggernaut is akin to the geth destroyer you faced at Eden Prime, but even more powerful.

Rocket troopers are similar to normal geth troopers, except they carry potent rocket launchers capable of inflicting tremendous damage.

Geth Juggernaut



Rating : Sub-Boss

Resistances : Combat, Biotics

Weaknesses : None

Powers:

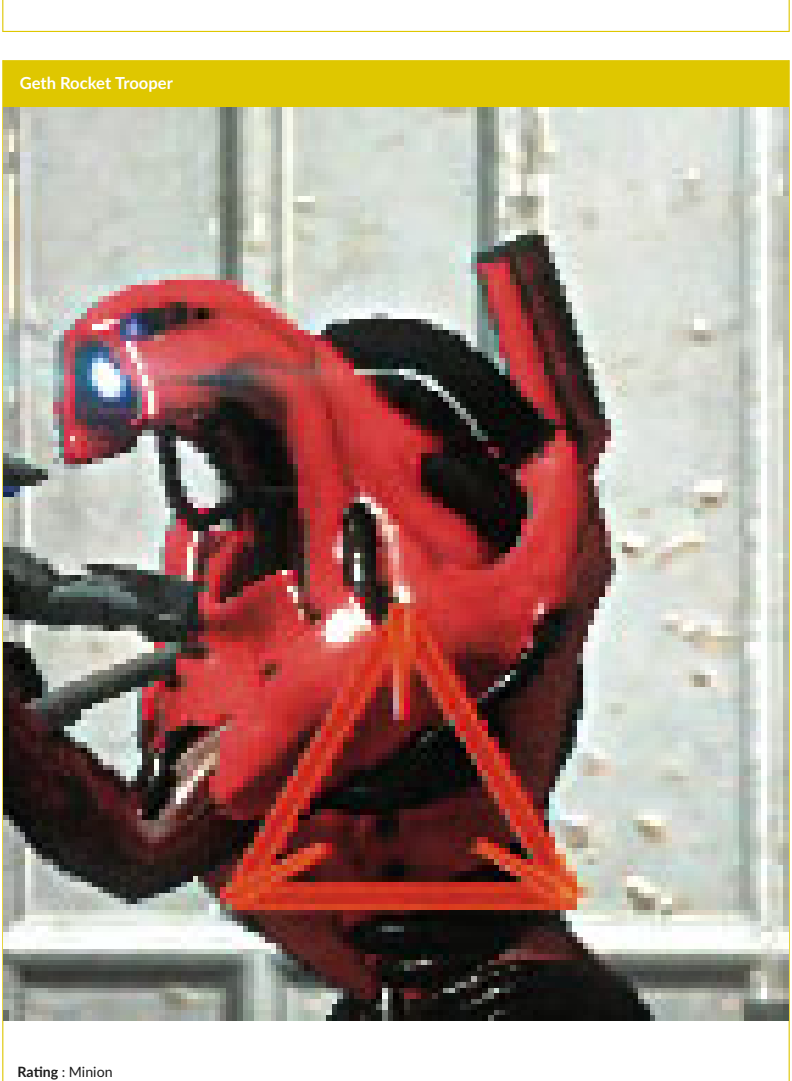
- Auto Disruption Rocket

Juggernauts are massive, powerful synthetic warriors. Their heavy armor and shields allow them to survive the dangers of frontline combat while punishing their foes with long-range rockets and rifle fire.

The Juggernaut's Auto Disruption Rocket is quite lethal, able to fire twice between reloads and cause heavy splash damage within short ranges.

Single out geth juggernauts, dodging their rockets at all costs while striving to kill them as quickly as possible.

Geth Rocket Trooper



Rating : Minion

Resistances : None

Weaknesses : Biotics

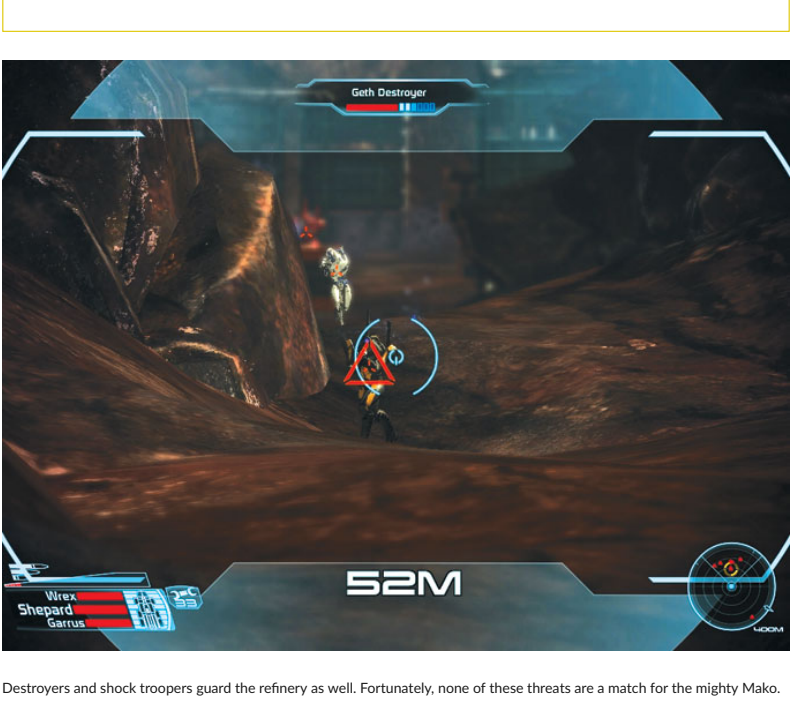
Powers:

- Disruption Rocket (short range (<100m) with heavy splash damage)
- Scram Rocket (long range (100-400m) with much less splash)

Though they features weak shields and armor, geth rocket troopers come armed with two types of deadly rockets.

One travels quite slowly and inflicts a large amount of splash damage when it strikes its target. The other brand is much faster but features no splash damage.

Rocket troopers are designed to overwhelm armored targets with heavy bombardments but can't withstand direct fire for more than a few seconds. Avoid their rockets and cut them down fast.



Destroyers and shock troopers guard the refinery as well. Fortunately, none of these threats are a match for the mighty Mako.

Remain in the side passage as you fire on the juggernaut, destroyer, and lesser geth troops. Take your time and monitor your radar, eliminating all hostile forces in the vicinity before striking out on foot.

Tip

Utilize the Mako's targeting scope to improve accuracy. Fire on the volatile objects strewn about the refinery for explosive results.

Gate Control
Activate

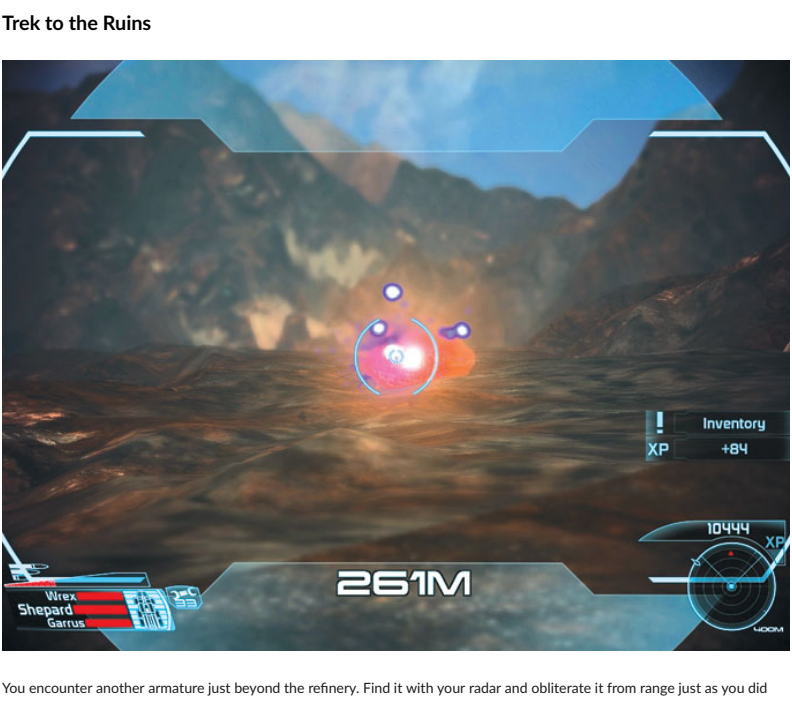
After securing the refinery's interior, press [Q] to exit the Mako and explore the area on foot. Locate and open three item-holding **containers** in the refinery (check the map for their locations).

After looting the place, approach the northern gate, eliminate any geth troops hiding inside the gate's walls and then activate the nearby **gate control** . The northern gate rises, allowing you to proceed northward in the Mako.

Caution

Don't open the refinery's southern gate! Doing so allows the frontal turrets to round and fire on your squad.

Trek to the Ruins



You encounter another armature just beyond the refinery. Find it with your radar and obliterate it from range just as you did before.

A few more armatures open fire from a remote position across the lava ahead. Again, use your radar to locate these threats from range, then blast them to bits with the Mako's cannon.

Tip

Distant enemies are easily identified once they begin firing. Use this to help you pinpoint their positions.

+270
XP +12
219M

You encounter rocket troopers and a geth Colossus as you near a tunnel entrance. Use your radar and the Mako's scope to identify and blast them all from afar.

Turn the Mako sideways and roll right and left to avoid the slow-moving rockets and pulse blasts that come sailing your way. Clear the area and then roll up the ramp to enter the tunnel.

The tunnel is free of enemies but two geth rocket troopers stand guard just outside its opposite end. No use messing around with these guys:

Simply run them down in the Mako and then proceed northward, rounding a bend and cruising into the next tunnel ahead. Two more rocket troopers patrol the second tunnel and are best dispatched by simply running them down.

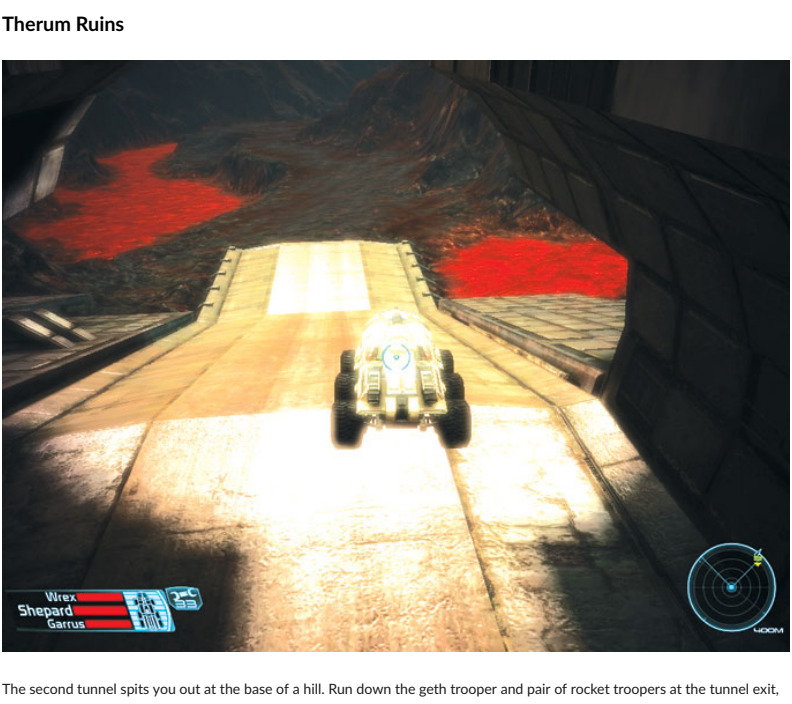
Tip

You earn more XP when killing enemies on foot compared to when killing them from inside the Mako. Of you're an XP junkie, exit the vehicle and combat forces on foot.

Note

The Mako's cannons can't pitch downward, only up. You must therefore position the Mako on a downward slope to fire on enemies below.

Therum Ruins



The second tunnel spits you out at the base of a hill. Run down the geth trooper and pair of rocket troopers at the tunnel exit, then cruise toward the hillside.

Mako
Get into Vehicle

You soon come to a collection of stones that won't allow the Mako to proceed any farther. Park the vehicle and press [Q] to make your squad hop out.

Save your progress and then proceed through the narrow opening between the rocks on foot.

Geth Rocket Trooper

It doesn't take long for hostiles to register on your radar; geth soldiers and rocket troopers come storming down the hillside, intent on halting your advance toward the ruins.

Use the surrounding large stones as cover as you combat these foes. You no longer have the protection of the Mako to rely on, so beware of the rocket trooper's explosive projectiles.

Tip

Look for safe chances to pick off rocket troopers. Pop out from behind cover and pick shots, quickly hiding again to avoid the rockets they fire.

When their rockets miss their mark, lean out again and assault rocket troopers with a steady barrage of gunfire. Cut them down before they can fire again.

Basin Ambush

Save your progress after defeating the initial geth wave and continue up the hill.

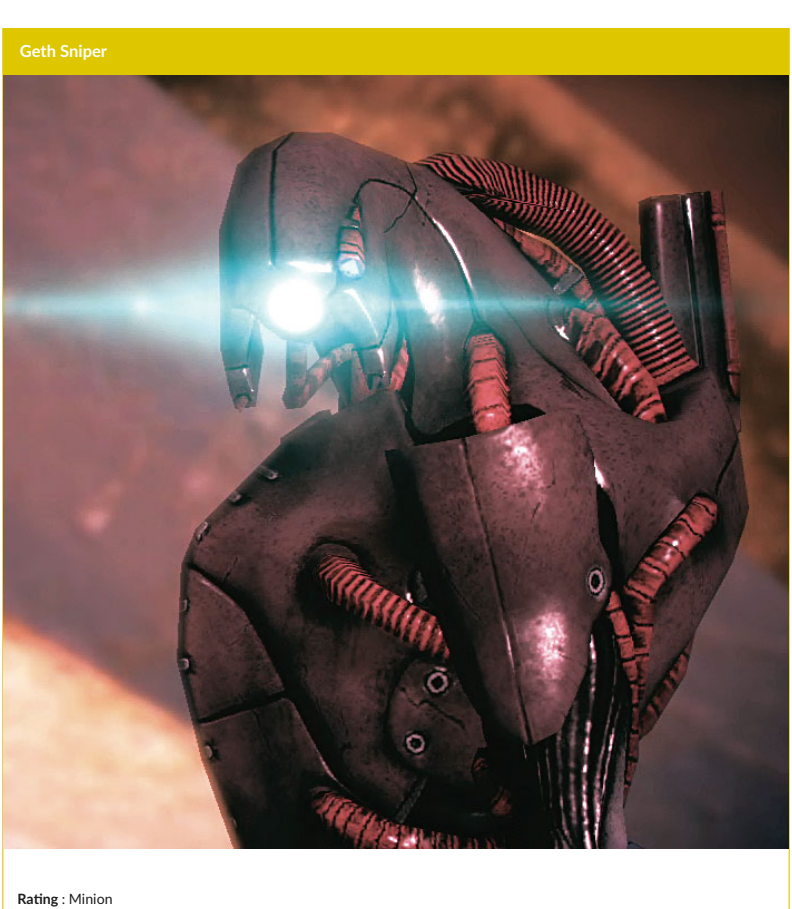
The geth lie in wait for you in the next clearing, with rocket troopers and geth snipers positioned on the high ridge ahead, and several shock troopers who advance on your position.

Crouch and hide behind the left rock, peeking out to fire on the advancing troopers. Stop firing and take cover whenever a rocket or Carnage blast comes sailing your way.

Caution

The rock on the right isn't thick enough to provide cover from rocket splash damage. Don't advance to that position until you've eliminated all rocket troopers in the vicinity.

Geth Sniper



Rating : Minion

Resistances : None

Weaknesses : Biotics

Powers:

- Sniper Beam
- Radar Jamming 1
- Stealth Level 1

Geth snipers utilize accurate, long-range rifle attacks to inflict tremendous damage against distant foes. However, they sport weak shields and armor on par with that of standard geth troopers.

Keep behind cover and pick shots at snipers to whittle them down without exposing yourself to much risk.

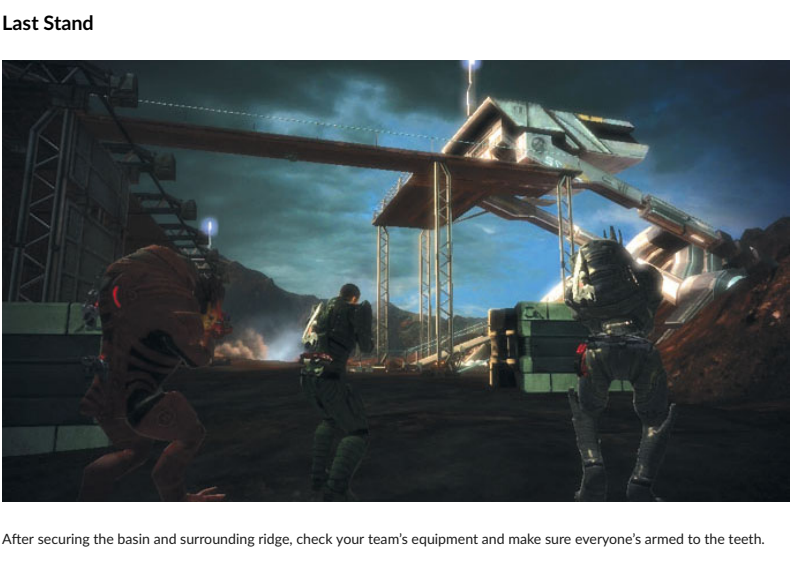
Turn your attention to the geth on the ridge after the shock troopers stop coming. Try using the sniper rifle and see if you can pick off the hostiles on the ridge directly ahead.

The better you are at using sniper rifles, the easier it is to pick them off. The pistol can be effective from this range as well.

Move forward with caution after picking off the geth on the ridge directly ahead of you. More snipers may be positioned on the ridge to the left as well, so keep alert, utilize cover and pick off any that remain.

If a sniper won't move out from behind cover and fight, simply switch to a shotgun or assault rifle and scale the hill to eliminate it.

Last Stand



After securing the basin and surrounding ridge, check your team's equipment and make sure everyone's armed to the teeth.

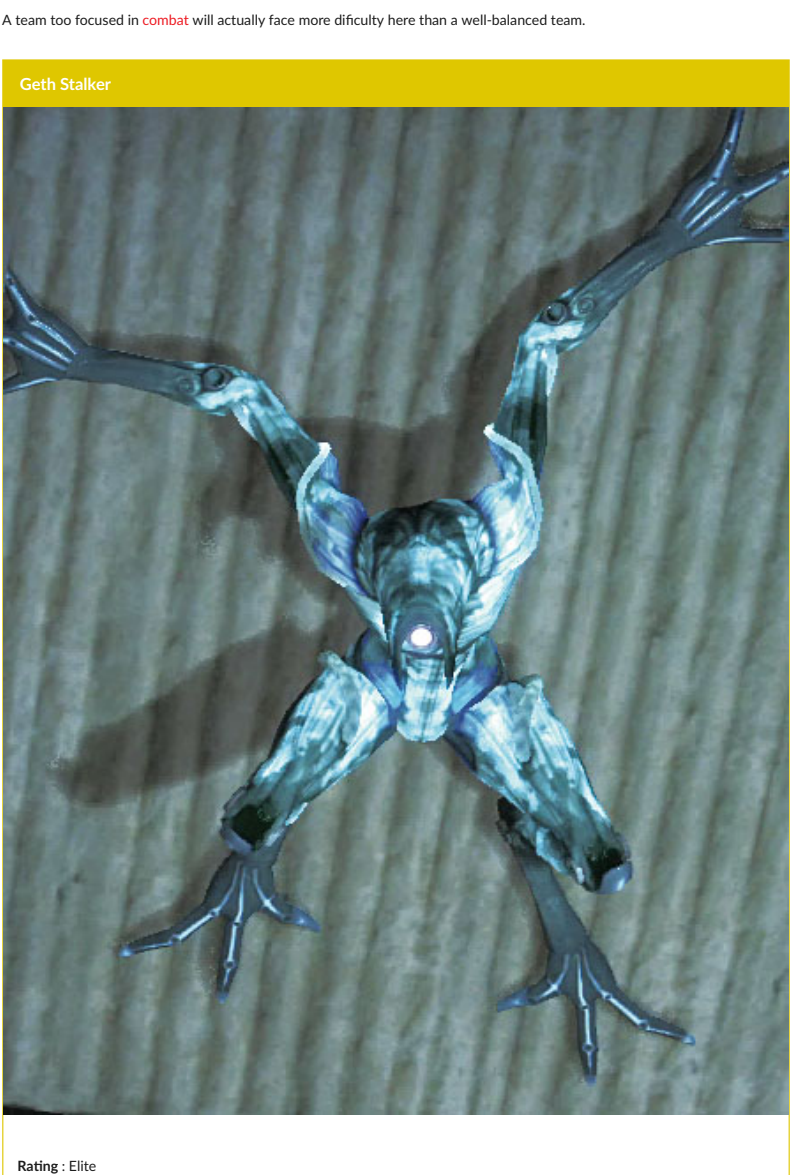
Save your game afterward, then approach the structure atop the ridge. You fall into a deadly ambush here.

A dropship flies by, deploying several geth forces backed by a massive armature and a new breed of enemy: geth stalkers. Numerous geth snipers fire down from the surrounding rafters as well.

This is the most difficult fight you've faced up to this point by far, so be prepared for a brutal battle. Having some tech and abilities such as Sabotage or Warp can help out tremendously in this fight.

A team too focused in combat will actually face more difficulty here than a well-balanced team.

Geth Stalker



Rating : Elite

Resistances : Tech

Weaknesses : Biotics

Powers:

- Sabotage Beam
- Overload Beam
- Damping Beam
- Radar Jamming 7
- Wall Jump

Stalkers are fast, agile enemies with the ability to leap tremendous distances in a blink. They often jump onto walls and ceilings in an effort to confuse and disorient their adversaries, firing on them from all angles.

Sabotage Beam overheats the weapons of one enemy. Overload Beam damages the shields of one enemy. Damping Beam resets the Tech/Biotic power cooldowns of one enemy.

Note that Stalkers don't have any gun or direct-damage attack - they just disable targets. Stalkers are easily killed if you manage to pin them down.

Geth Stalkers also possess the ability to jam your radar, making them difficult to pin down and destroy.

Note

Certain upgrades allow your radar to function even when a jamming signal is active.

Geth Sniper
JAMMED

You begin this fight in open ground, so your first task is to find some cover. The large crate to the left makes for a perfect camping spot. Dash to the crate as soon as you can, pressing Shepard's back against it.

Immediately lean out to the right and open fire on the advancing geth soldiers. Now that you've found some cover to hide behind, focus on preventing the geth's ground troops from drawing close and flushing you out.

Caution

Just one Siege Pulse blast from the advancing geth armature is enough to kill you. Stop firing and take cover the instant you see the armature begin to charge up a blast.

Tip

Ignore the elevated snipers and speedy stalkers throughout this fight. Your squadmates will fare much better at bringing them down.

Utilize every power and ability at your disposal to whittle down the geth troops. It won't take long until only the sluggish armature is left advancing on your position.

When all other ground forces have been eliminated, the armature becomes your primary target.

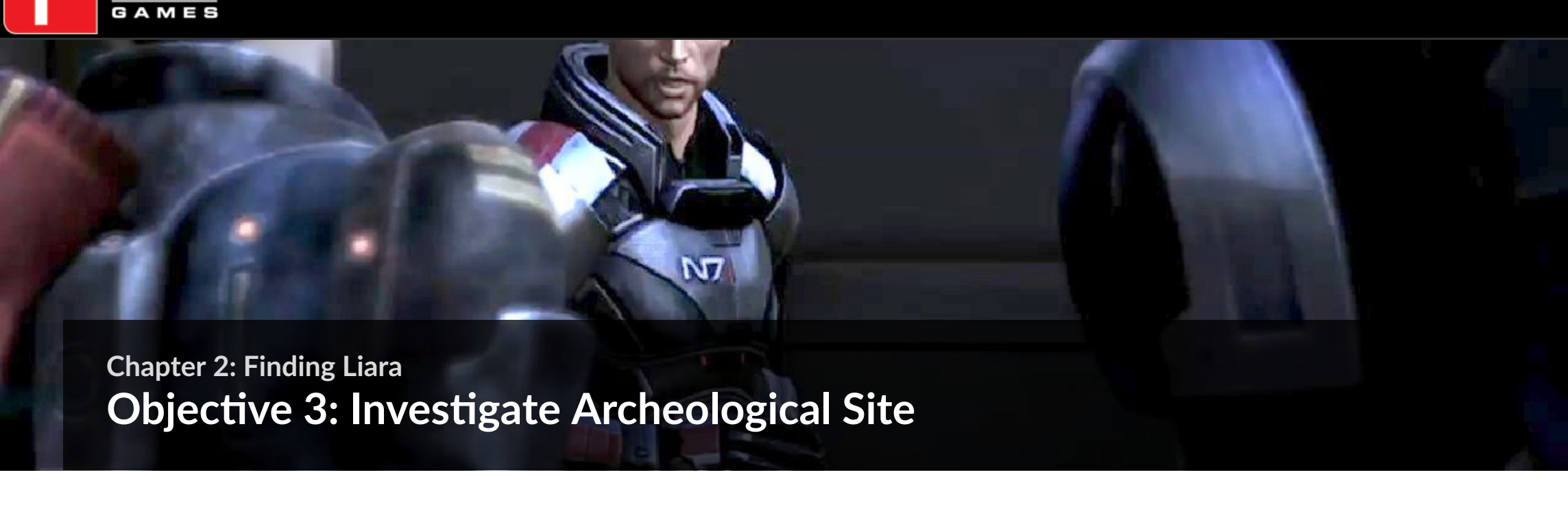
Pop out and assail the hulking monstrosity with heavy gunfire and retreat to cover each time you see it ready a glowing Siege Pulse blast. The armature is a tough nut to crack, so take your time and focus on whittling it down.

Tip

Combat abilities such as Marksman and Overkill work well against the armature, but don't get greedy. Retreat to cover whenever you see the creature prepare a lethal Siege Pulse.

Destroy the armature, then assist your teammates in wiping out any remaining stalkers or snipers.

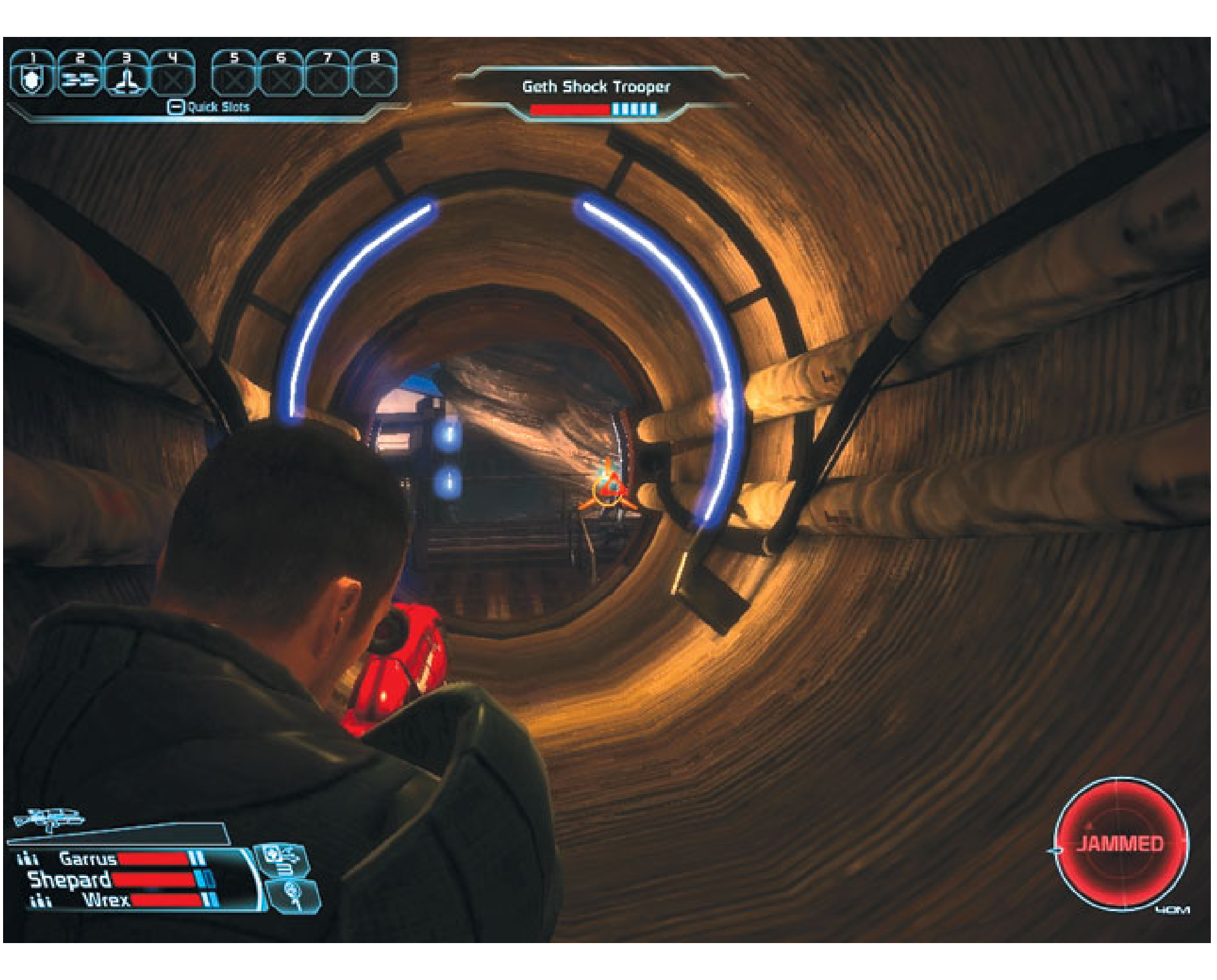
When the area is secure, save your game, then scale the long metal ramp leading into a mining tunnel.The geth certainly seem intent on keeping you out of here; perhaps Dr. T'Soni is being held somewhere inside.



Chapter 2: Finding Liara

Objective 3: Investigate Archeological Site

Into the Mines

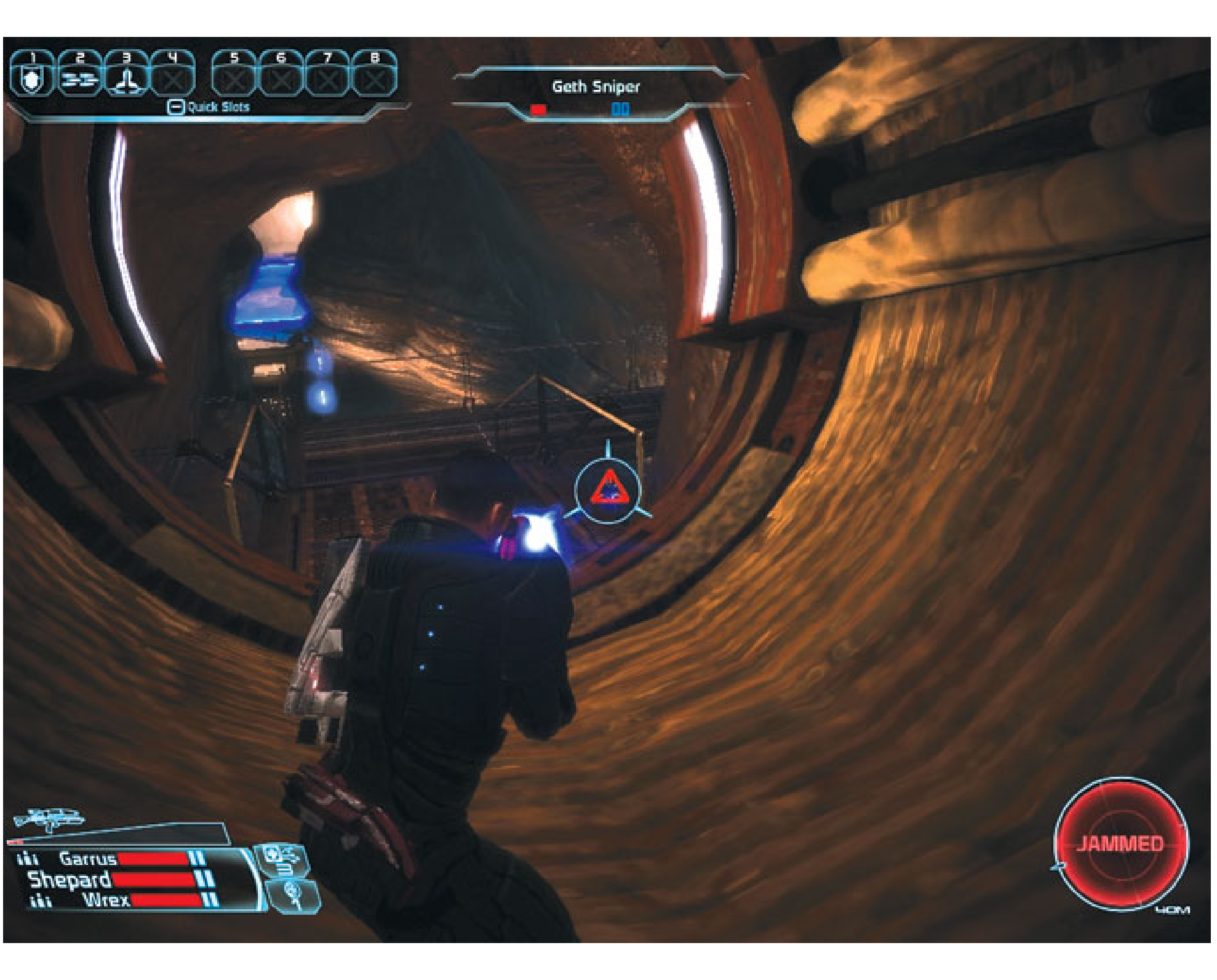


Proceed down the initial mining shaft with caution: A number of geth troopers, shock troopers, and snipers lie in wait at the tunnel's far end.

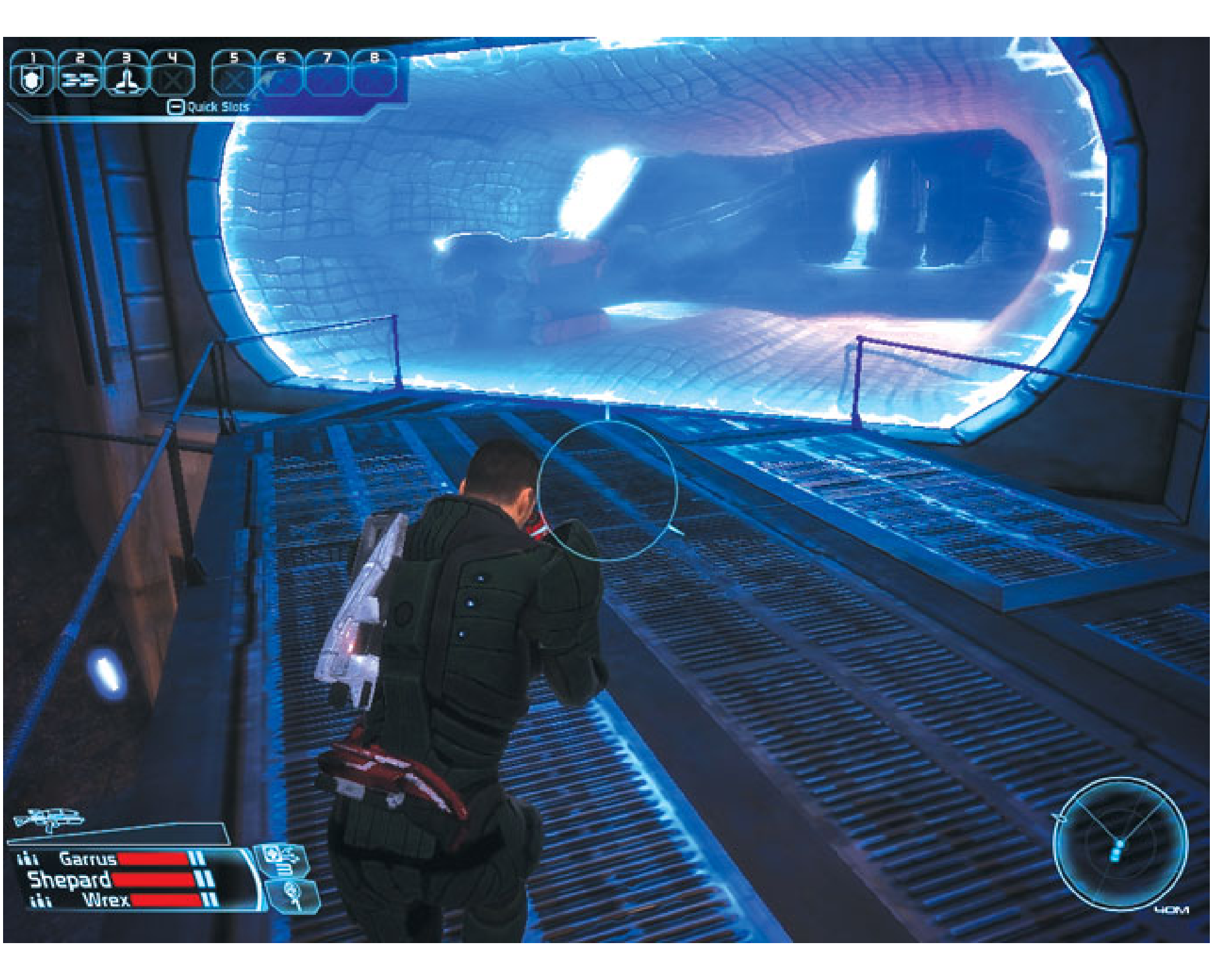
The shaft doesn't offer much in the way of cover, so strive to dispatch the geth as quickly as possible.

Tip

Press [Up] to order your squadmates down the tunnel. They can thin out the geth and draw their fire away from you.

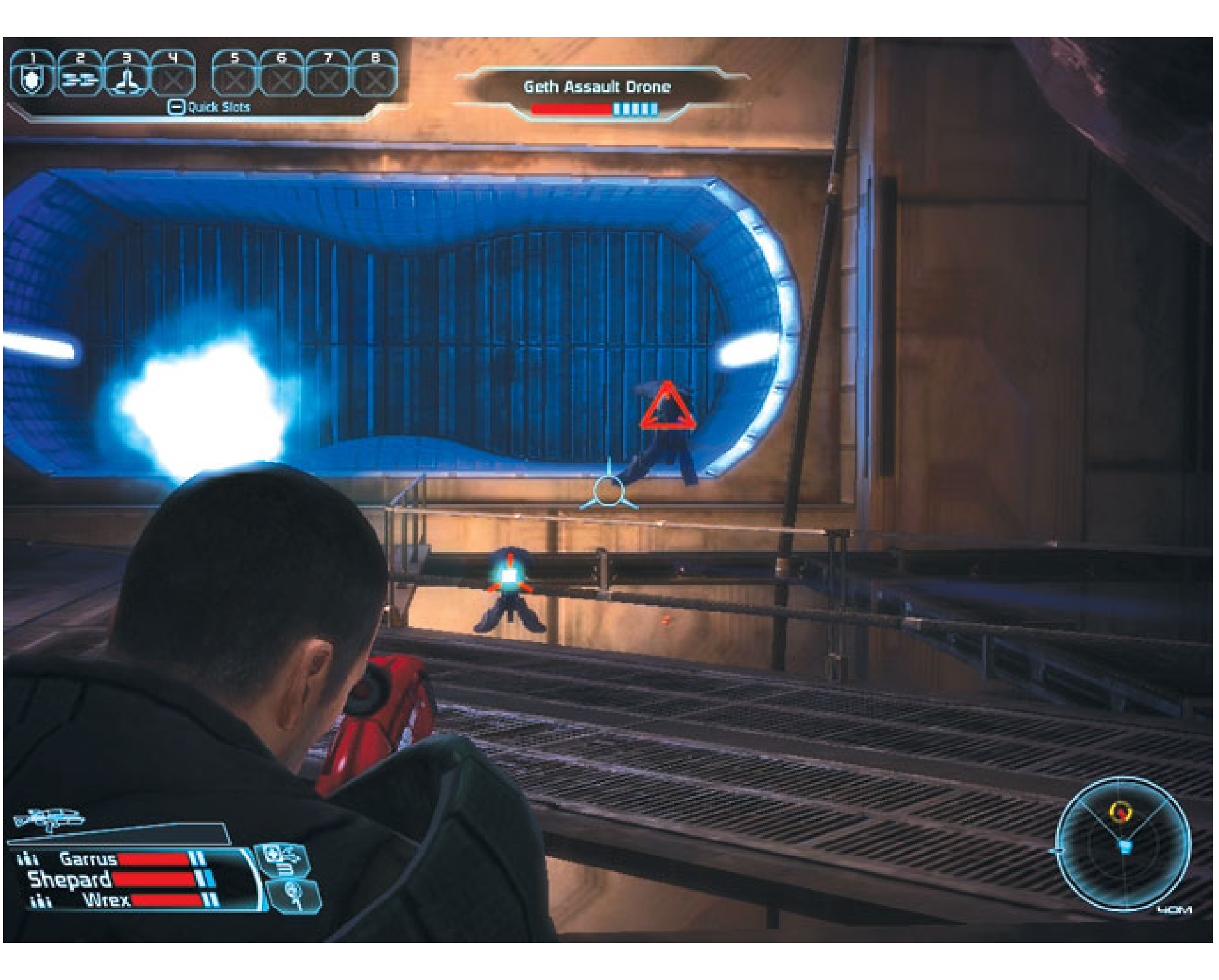


More geth are positioned about the lower walkways beyond the tunnel. Fire on them from the tunnel's mouth, retreating whenever your weapon overheats or your shields run low. Secure the area and save your game.



A glowing forcefield prevents you from exploring the odd Prothean tower to the east. There's nothing else to do here, so climb aboard the nearby mining elevator and activate the controls to ride down to the level below.

Going Down



Find some cover as soon as you step off the elevator. Three **geth assault drones** hover up from the mines below, firing at Shepard and company from their position near the east glowing barrier.

These drones are well-shielded but don't offer much in the way of firepower. Work with your squad mates and drop them fast.

Tip

Don't miss opening the medical kit near the elevator you used to get down here.

Geth Assault Drone

Rating : Elite

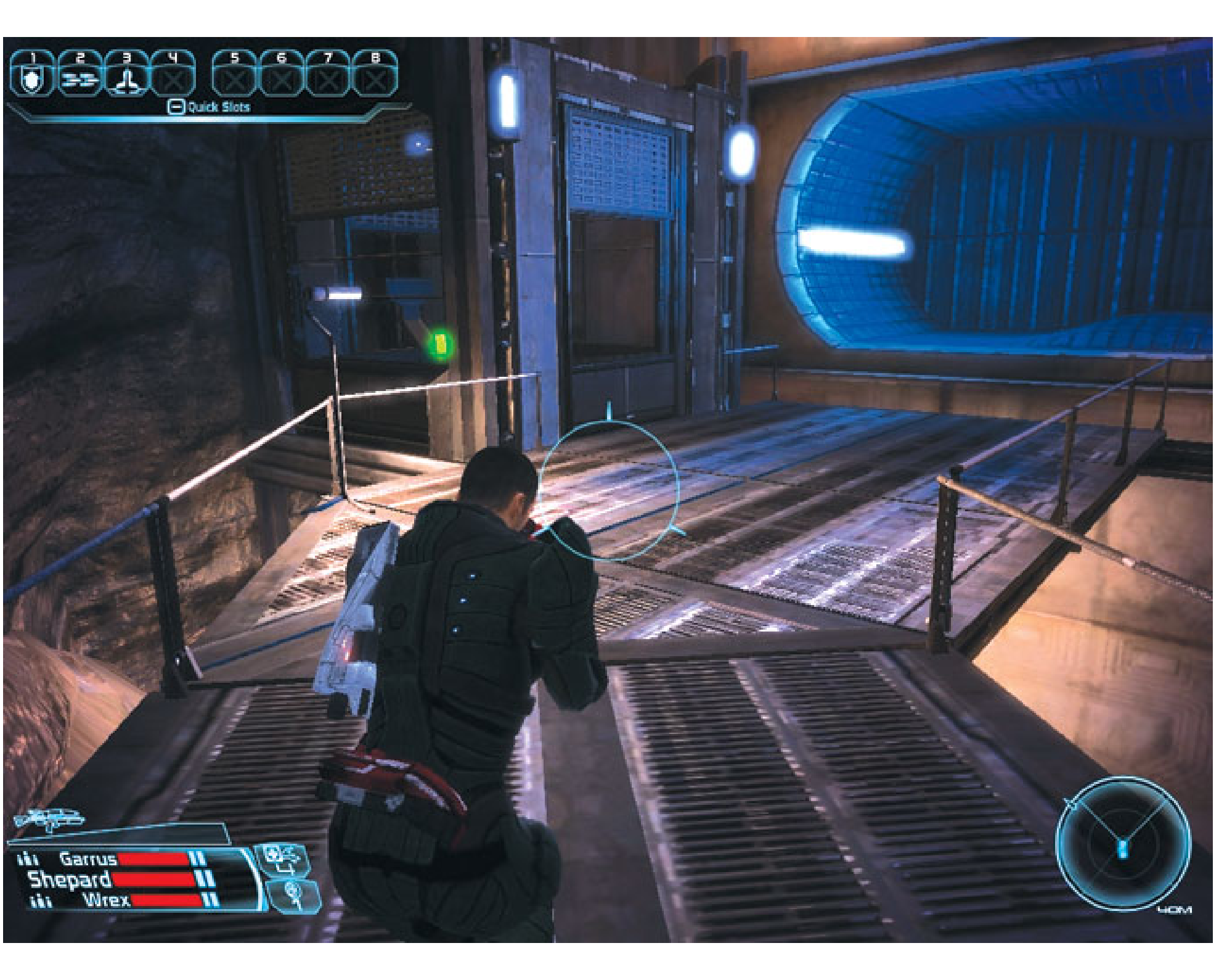
Resistances : Combat, Biotics (Physics Immune)

Weaknesses : Tech

Powers

- Hover

Assault drones are fantastic flankers designed to slam rooted enemies with heavy, accurate fire. Assault drones become immobile while entrenched however, which makes them easy targets for heavy weapons fire.



Yet another barrier prevents you from exploring the Prothean tower to the east. Someone obviously wants to keep that area locked down.

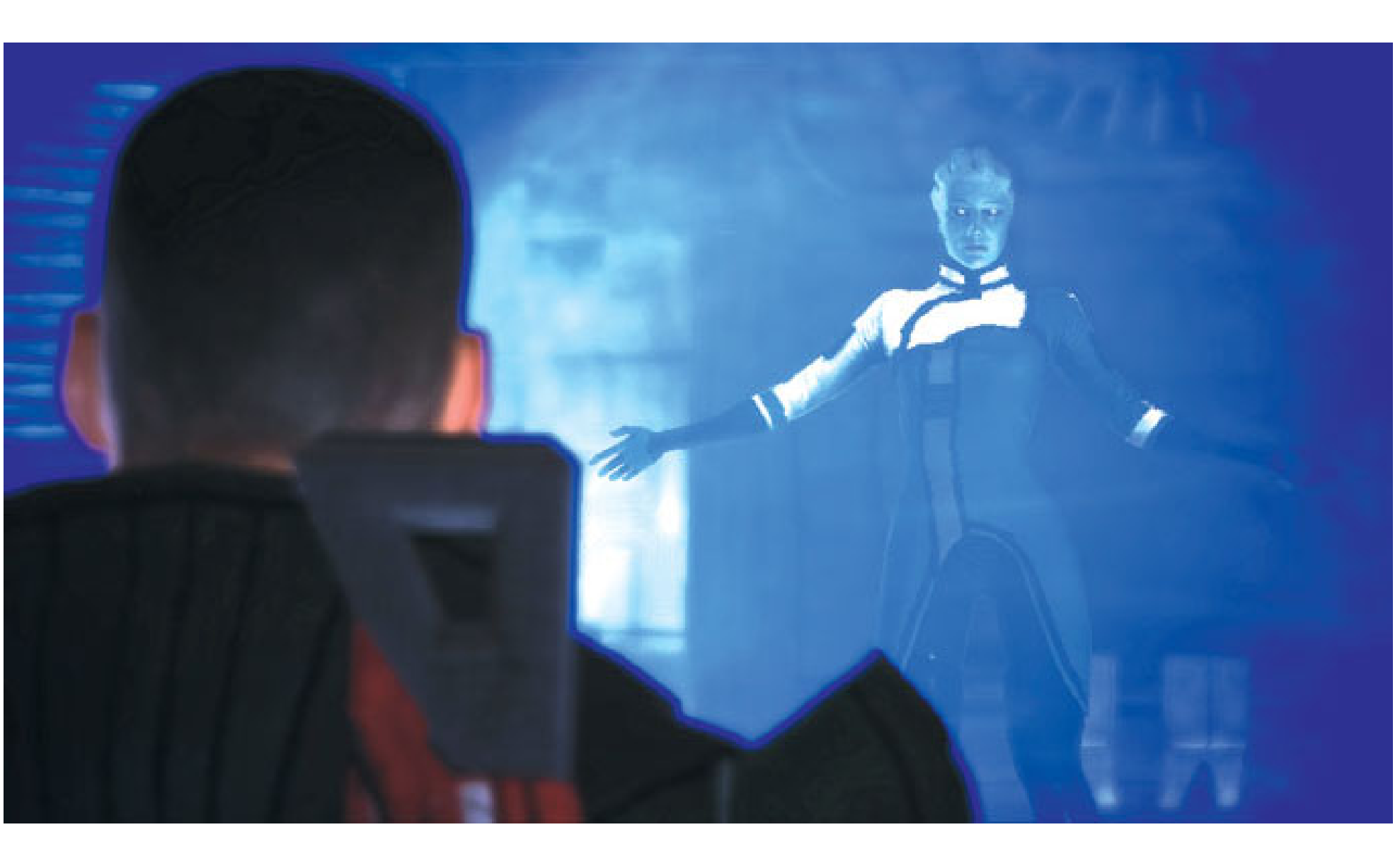
You have no option but to use the elevator near the barrier to ride down to the floor below. Save your game before you proceed.

Liara's Plight

Garrus Vakarian
Talk
40M

The elevator experiences technical difficulties on the way down, malfunctioning and shooting hot sparks. You won't be able to use it to return to the surface. Not to worry; you've finally found what you came here for.

Drop off the ruined walkway ahead and approach the nearby glowing barrier to find Dr. T'Soni hovering in captivity on the opposite side.



The stranded asari calls out to Shepard, begging for help. She explains that she's become trapped in a Prothean security device and is unable to move or free herself.

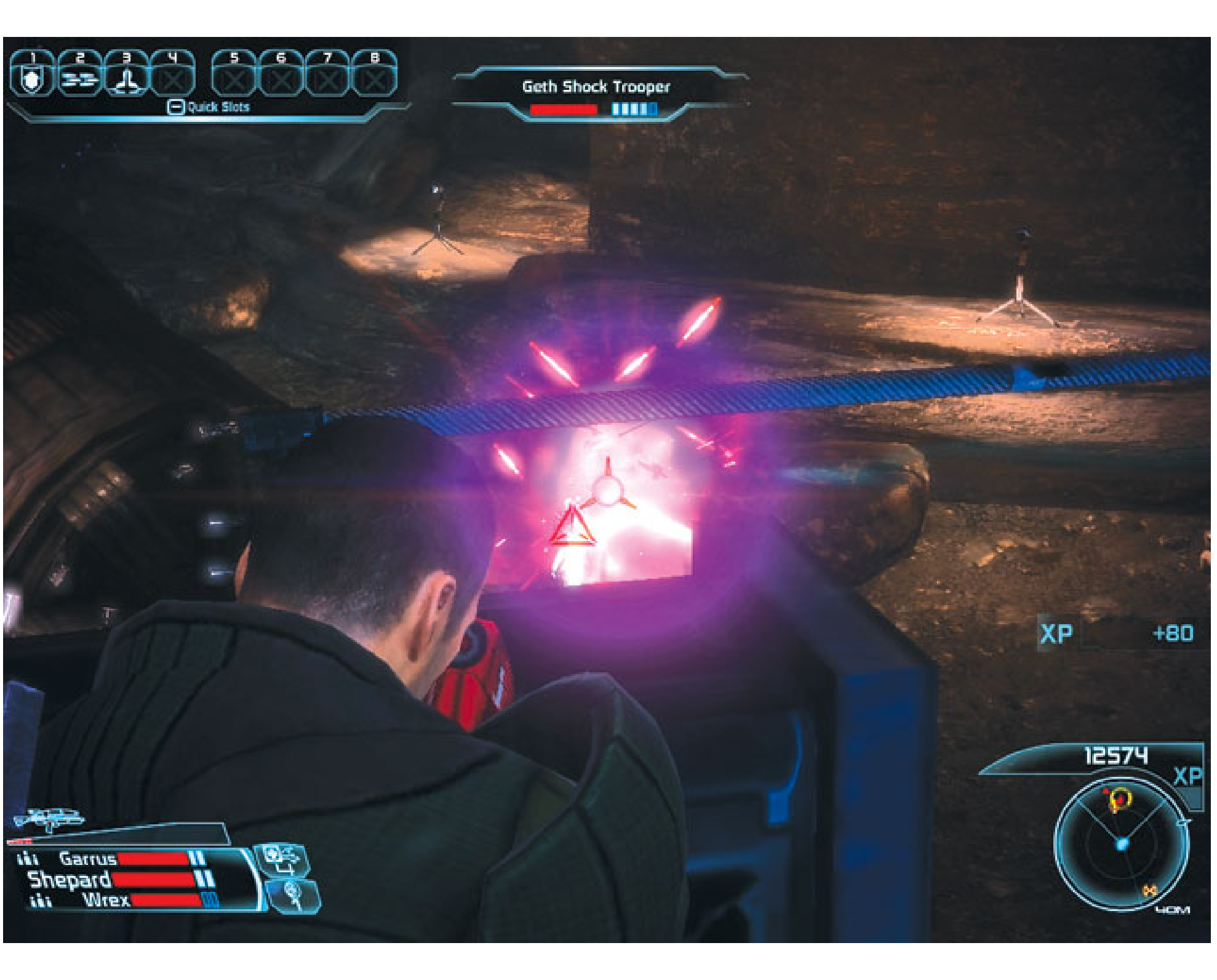
Question Liara to learn that she was forced to activate the tower's defenses when the geth arrived.

She says a control panel should deactivate the force field, but you must find some way of bypassing the barrier to reach the controls.

Liara issues a final warning that a krogan is working with the geth; they've been trying different ways of getting past the barrier.

Note

If you save rescuing Liara for last by visiting Noveria and Feros first, you find the poor doctor in far worse straits!

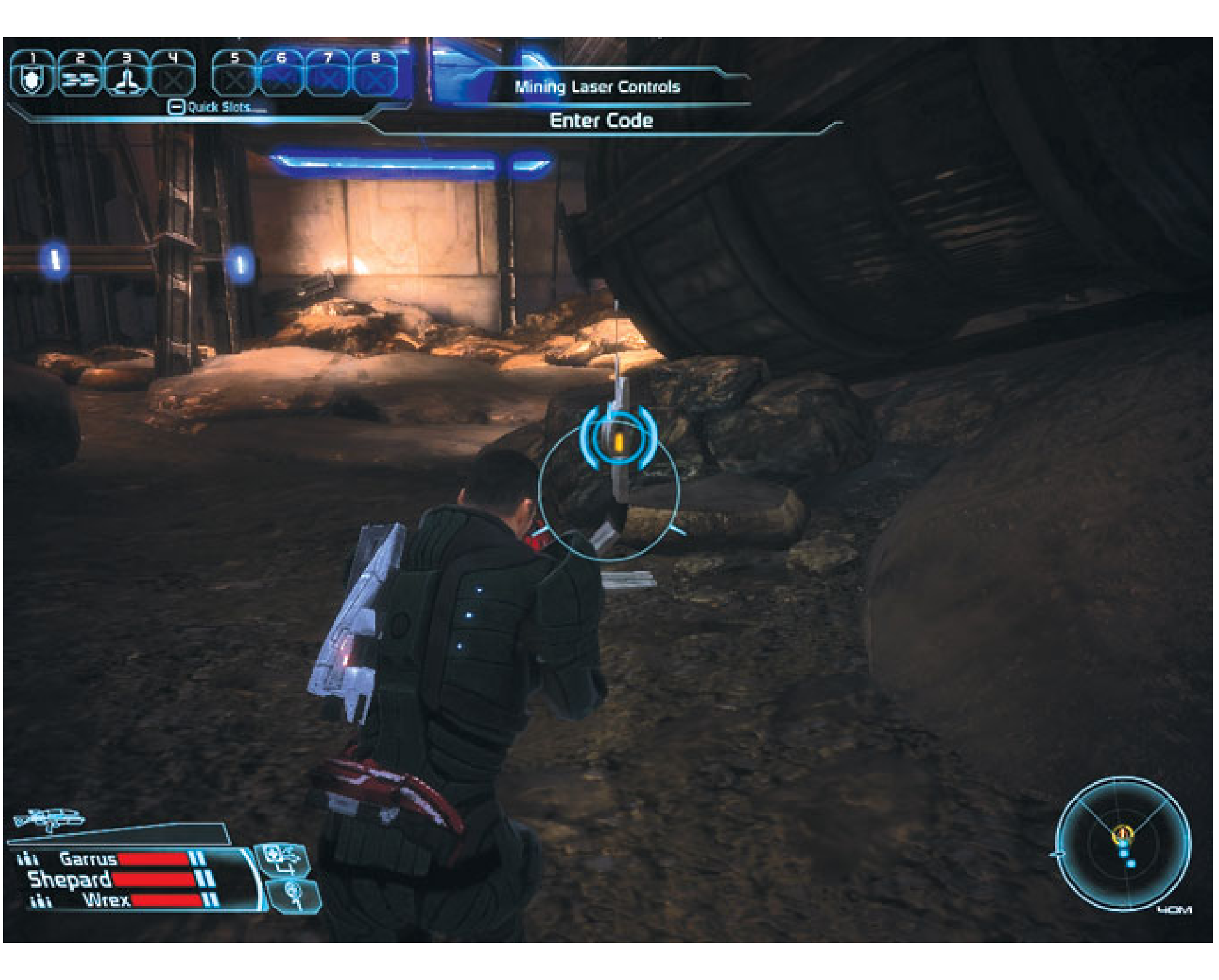


Proceed down the nearby ramp to explore the bottom of the mine. Beware: several more geth troops assault you from below.

When the enemies reveal themselves, back off and fire down at them from the elevated walkway near Liara.

You face shock troopers and rocket troopers, along with a distant sniper. Watch out for Carnage blasts and rockets.

Heavy Machinery



Descend the ramp and explore the cavern's basin to eliminate any remaining geth forces. Find a storage locker and a weapons locker at the cavern's west end. Decrypt the weapons locker to score some extra gear if you can.

Then approach the **mining laser controls** and activate them to initiate a short minigame, in which you must click the correct buttons on each concentric ring.

Correct choices cause the button in the center to flash green. Incorrect choices cause it to flash red and reset the sequence.

Play this brief game of trial and error until you manage to input the proper code. The correct sequence is randomly generated each time you play the mini-game.

After the code has been accepted, a massive mining laser suddenly activates, blasting a huge hole through the cavern floor.

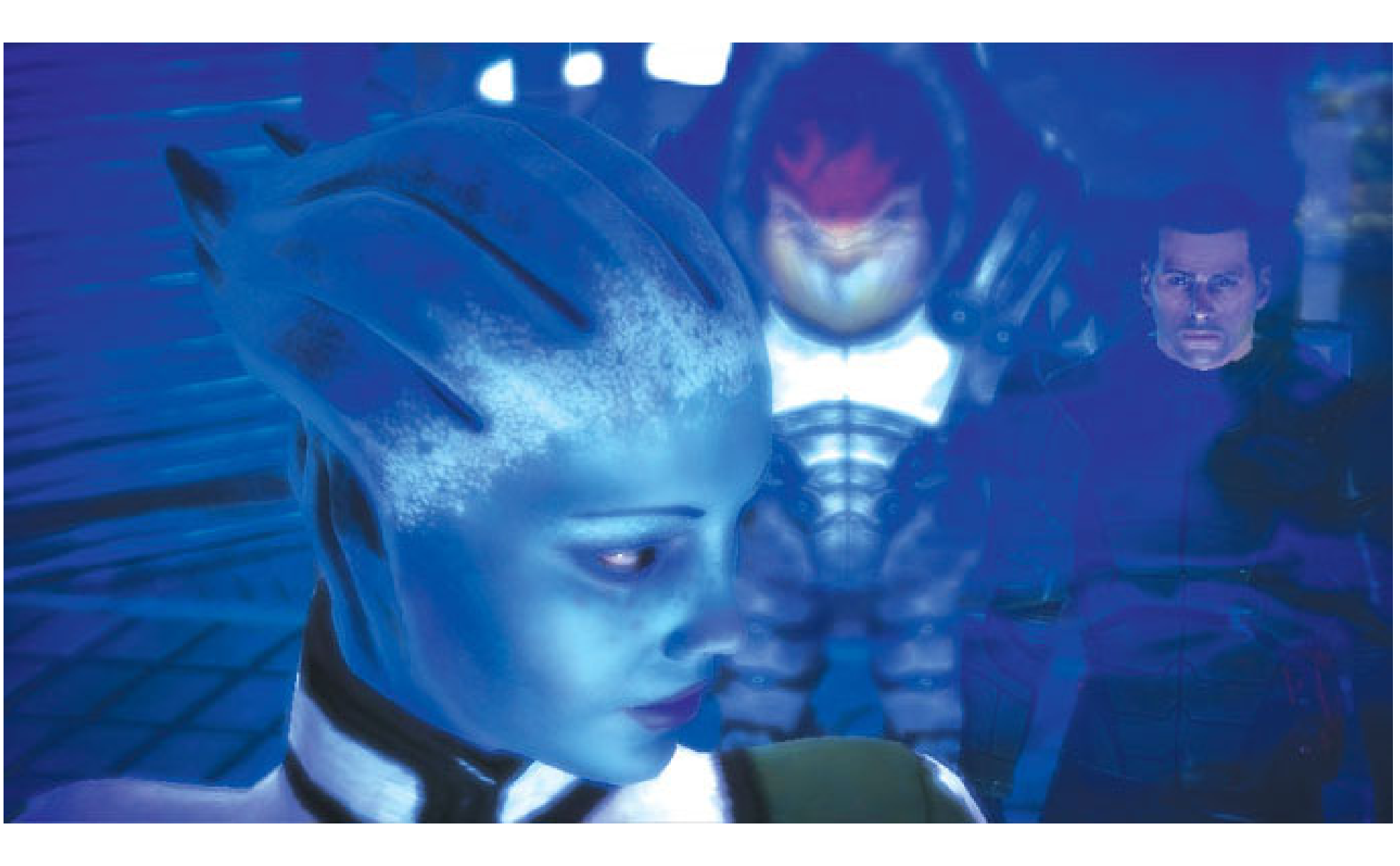
As luck would have it, this creates an underground passage leading eastward into the base of the Prothean tower.

Traverse the passage and use the odd elevator beyond to ride up to Liara's level of the tower.

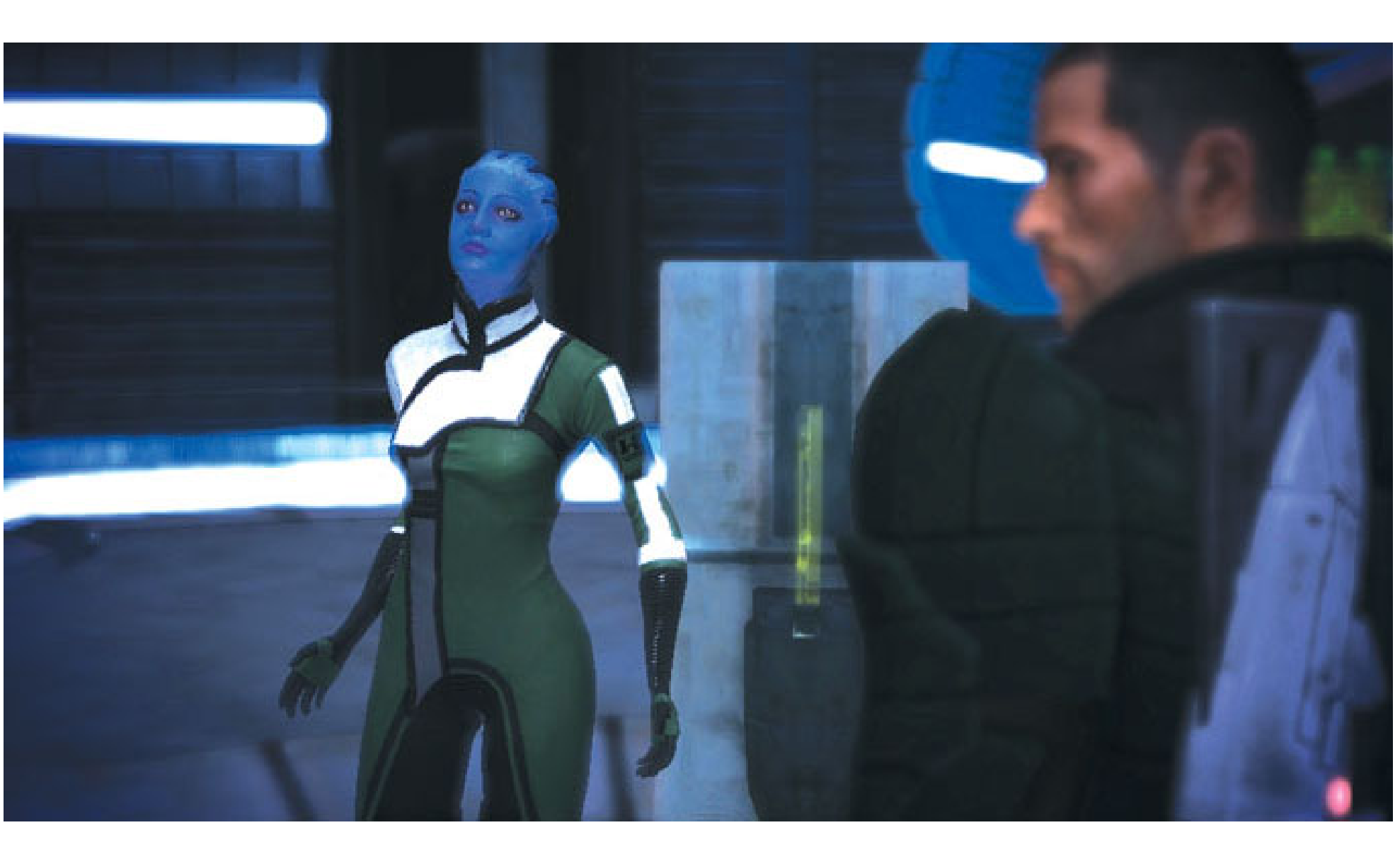
Tip

Gear up your squad and save your progress. A challenging battle is soon to occur!

Heroic Rescue



Dr. T'Soni is shocked that Shepard managed to find a way past the barrier. Shepard wastes no time in freeing her from captivity, and a thankful Liara advises that they use the tower elevator to return to the surface.

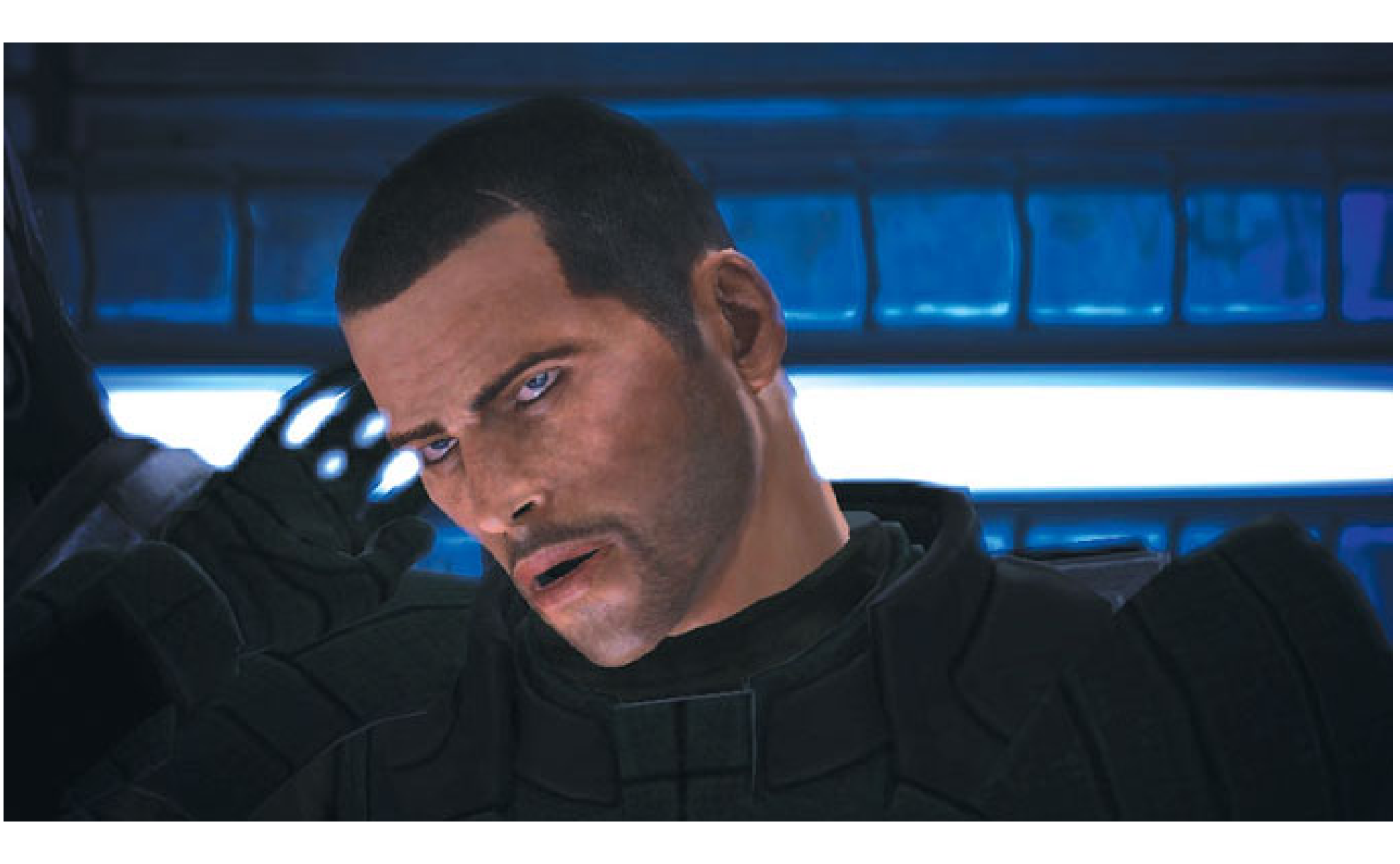


Approaching the elevator controls, Liara asks why Shepard feels Saren would have any interest in capturing her.

She's surprised to learn that her mother, Matriarch Benezia, is working with Saren and the geth in an effort to locate a strange Prothean device called the Conduit.

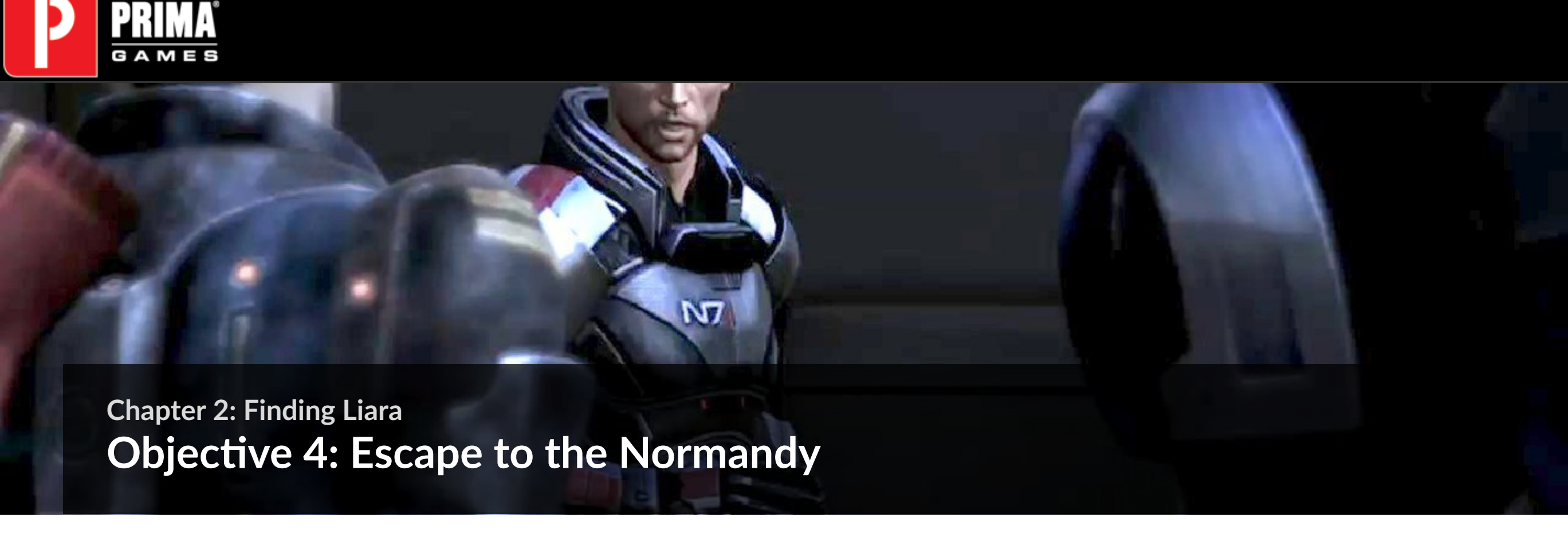
Because Liara is a specialist in Prothean culture, they may suspect she knows something about it. Just as the asari is about to say she's never heard of the Conduit, the entire tower begins to rumble and shake.

The damage done by the mining laser must have triggered a seismic event!



With no time to waste, Shepard signals to Joker, ordering him to bring the Normandy in for extraction. Joker acknowledges the order and says he'll be within range in eight minutes, not much margin for error.

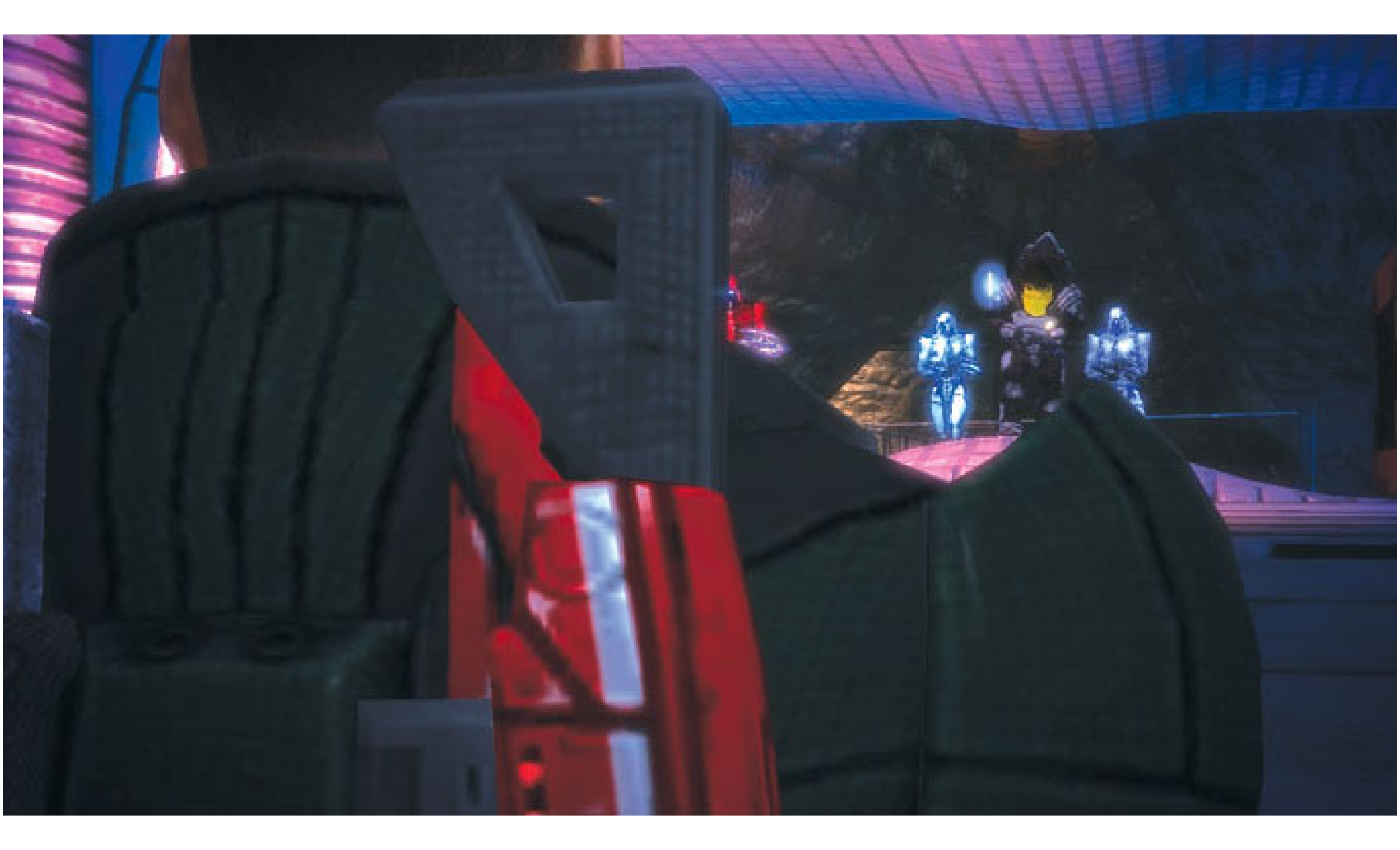
Liara quickly activates the elevator and the group begins their ascent.



Chapter 2: Finding Liara

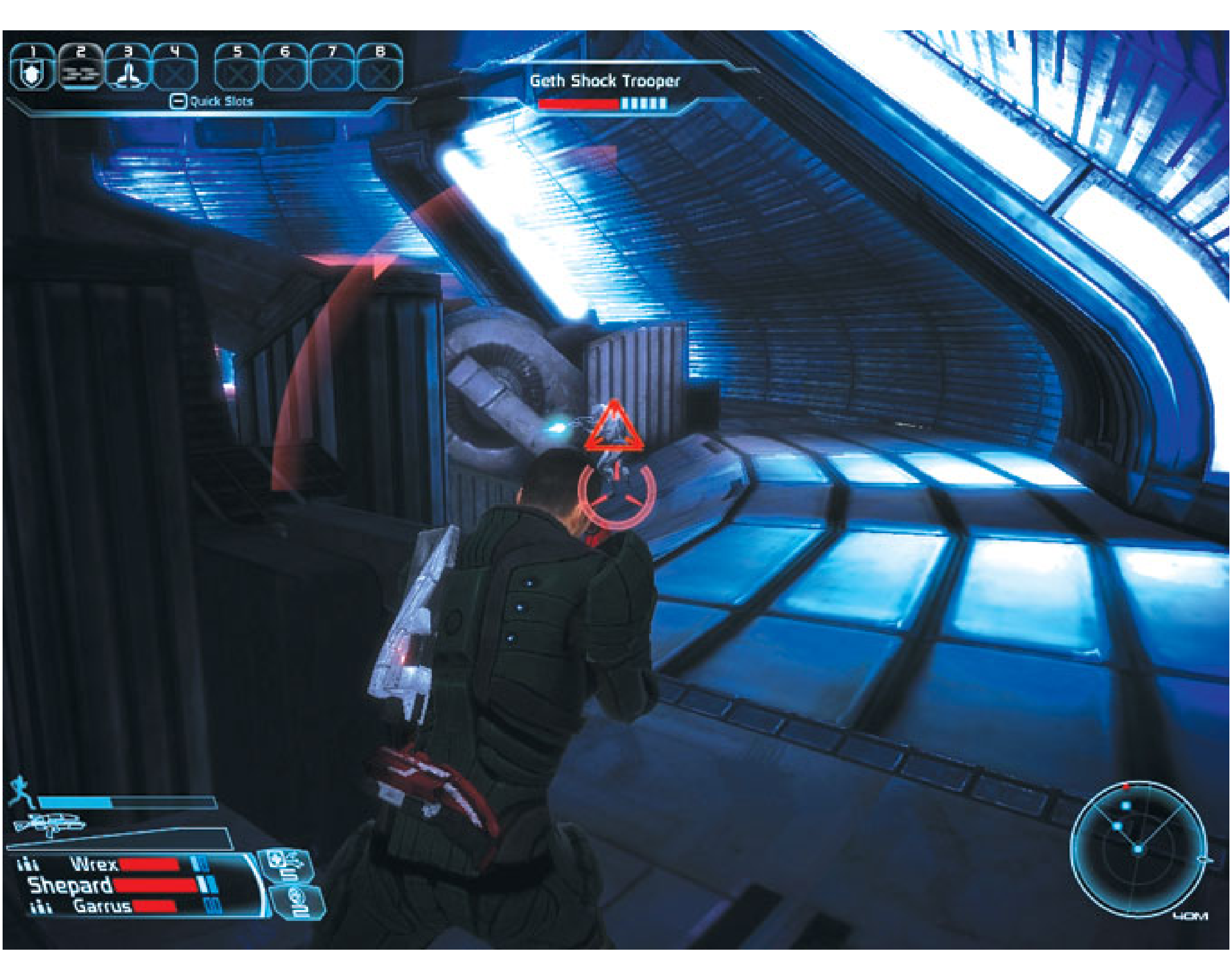
Objective 4: Escape to the Normandy

Ambushed By Goons



Arriving topside, the crew is surprised by an inbound party of geth soldiers led by a burly krogan.

They have no intention of letting Shepard leave with the asari. No matter what dialogue choices you make, a fierce melee soon erupts.

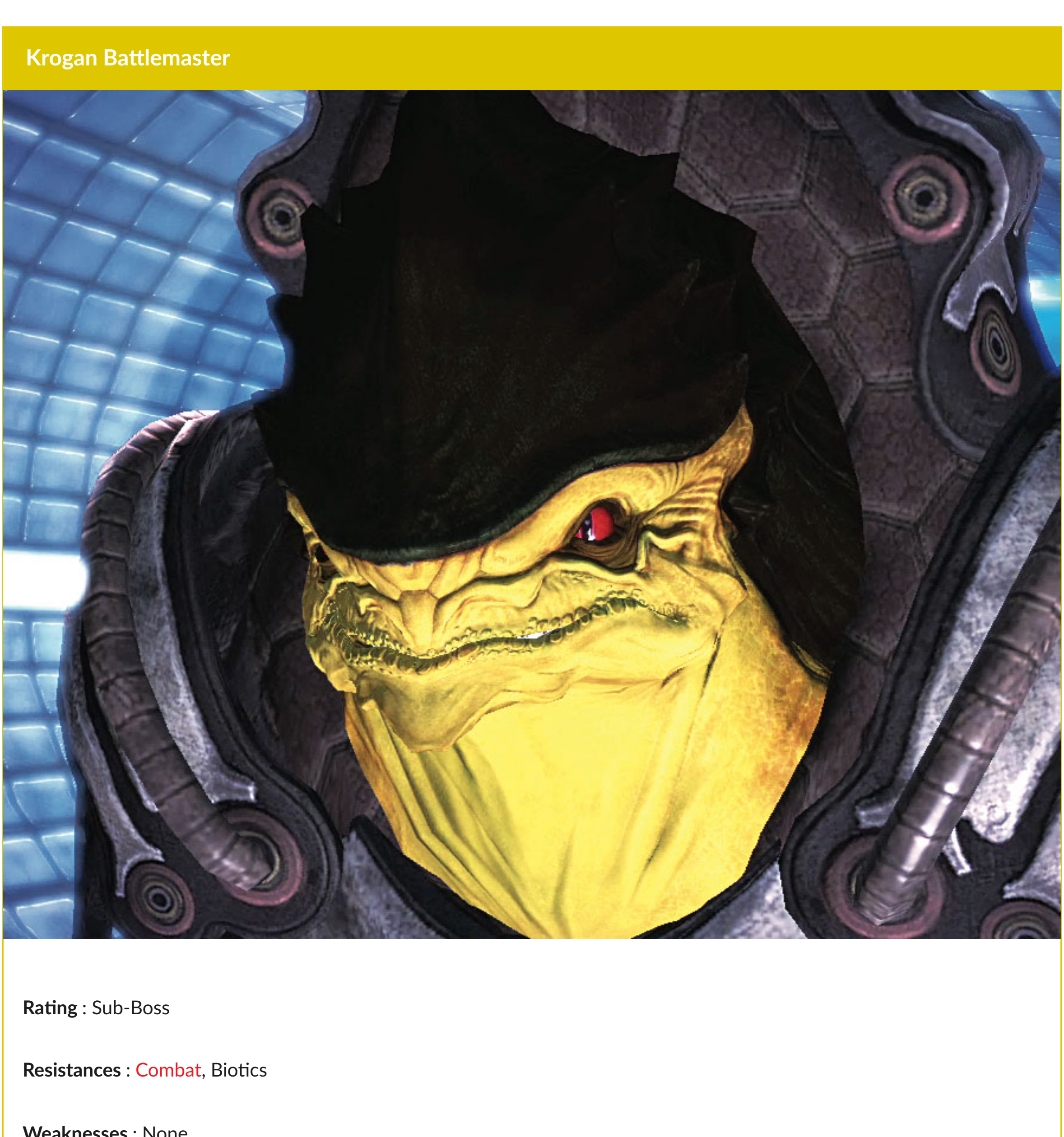


The moment battle begins, equip a shotgun or assault rifle, turn to the right, and then dash toward the chamber's outside wall.

One lone geth shock trooper moves to attack from this side of the room, while the powerful krogan battlemaster and the rest of the geth forces flank left.

Obliterate the shock trooper with all speed, then find some cover while you work at assaulting the more distant geth, who soon try to close in.

Krogan Battlemaster



Rating : Sub-Boss

Resistances : Combat, Biotics

Weaknesses : None

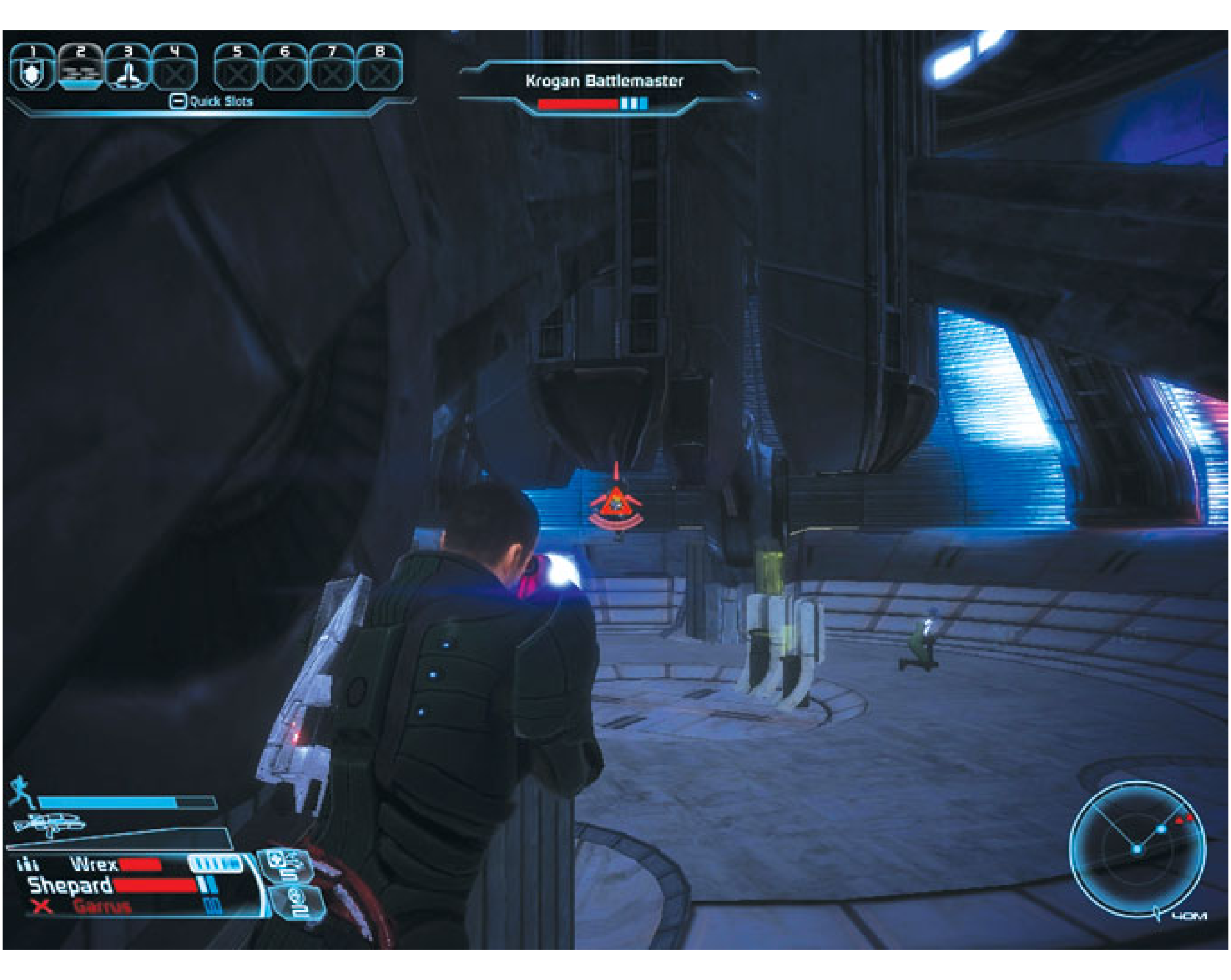
Powers

- Barrier
- Carnage
- Krogan Regeneration
- Melee Attack
- Lift
- Warp

The fiercest and most dangerous krogan warriors, battlemasters are forces to be reckoned with. Their wide array of offensive abilities allows them to punish foes at any range.

Their limited biotic abilities help them hamper and immobilize their enemies while they assault them with punishing force.

Like many krogan, battlemasters return from the brink of death the first time their health is reduced to zero, fighting on with a renewed vengeance and a yearning for blood.



The krogan battlemaster is a tremendous threat throughout this fight, so strive to keep out of his path until you've managed to eliminate the surrounding geth.

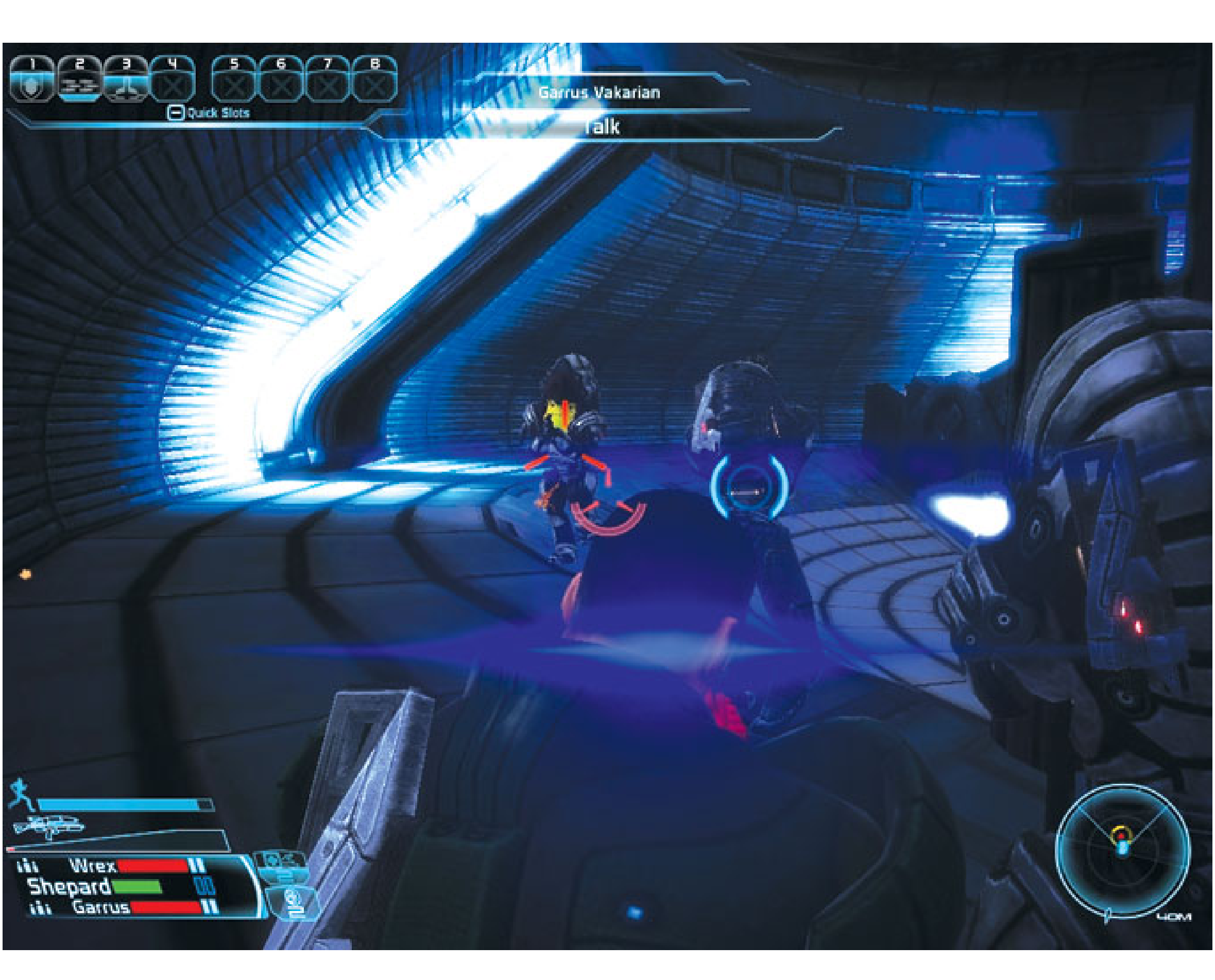
Use Shepard's abilities to wipe out the geth forces quickly, then locate the krogan and devise an attack plan that lets you inflict damage from afar. You don't want to enter close combat with a battlemaster!

Tip

Try ordering your squad into position to flank the battlemaster while you fire on him from another angle. It's better to have your teammates draw his fire than Shepard.

Caution

A distant geth sniper positioned near the chamber's entrance will pick shots at you if you move within his line of sight. Keep to the room's outside walls to minimize your chances of becoming a target.



The krogan commonly uses his biotic abilities to stun you while seeking an opportunity to close in. Strive to avoid his biotic attacks.

Keep your distance and using a pistol or assault rifle to chop away at his health and shields. If the krogan rushes forward, ready a shotgun and backpedal while blasting away.

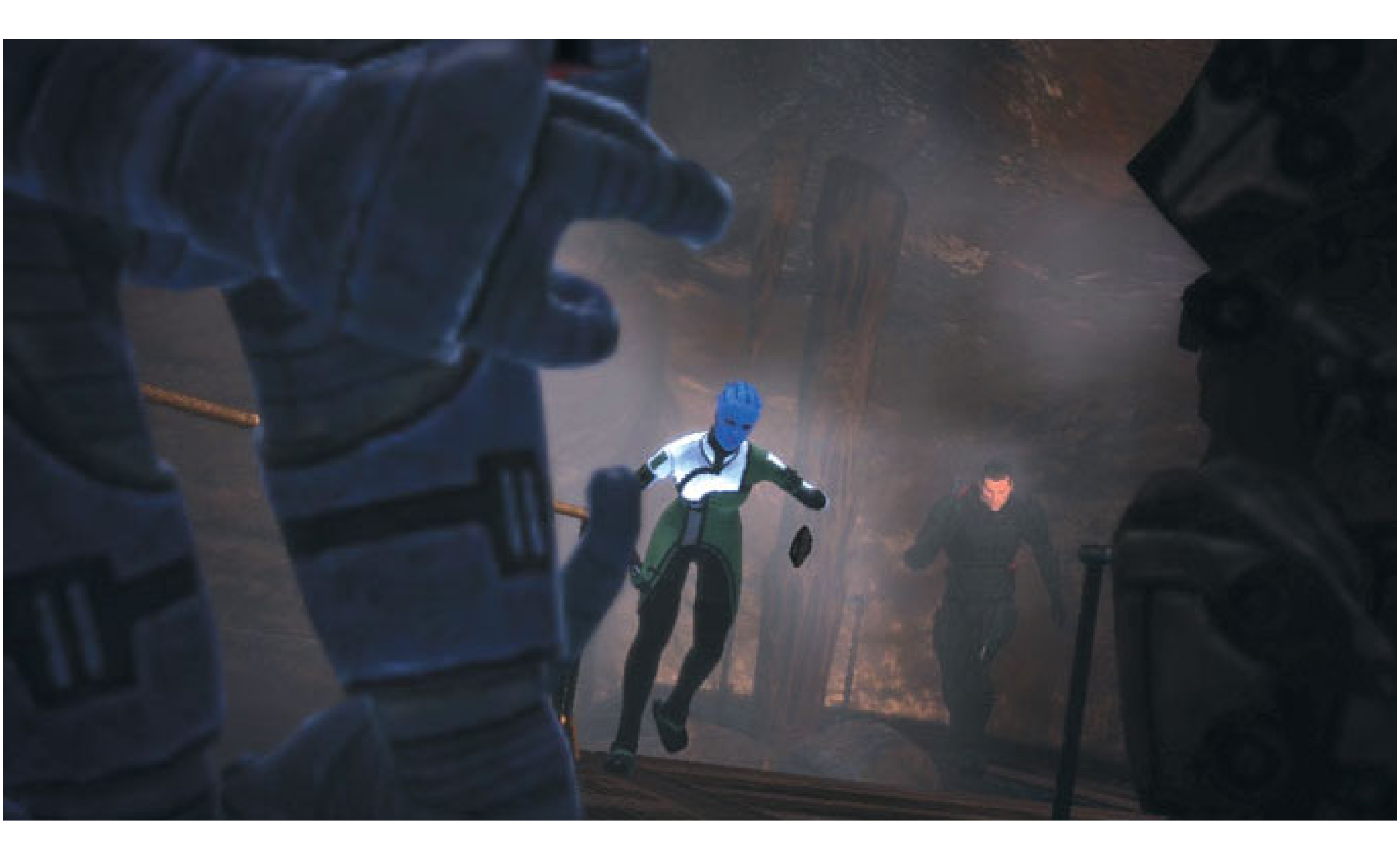
Tip

Don't forget to utilize Shepard's Storm ability by holding [Shift] while a weapon is drawn. This can get you out of a tight spot in a snap.

Krogan Battlemaster
Quick Slots
Wrex
Shepard
Garrus

Remember that krogan regenerate after being "killed" once. When you manage to drop the battlemaster, back away if necessary and finish him off with ranged fire.

Eliminate the krogan, then heal up and move to wipe out the geth sniper near the chamber's entrance.

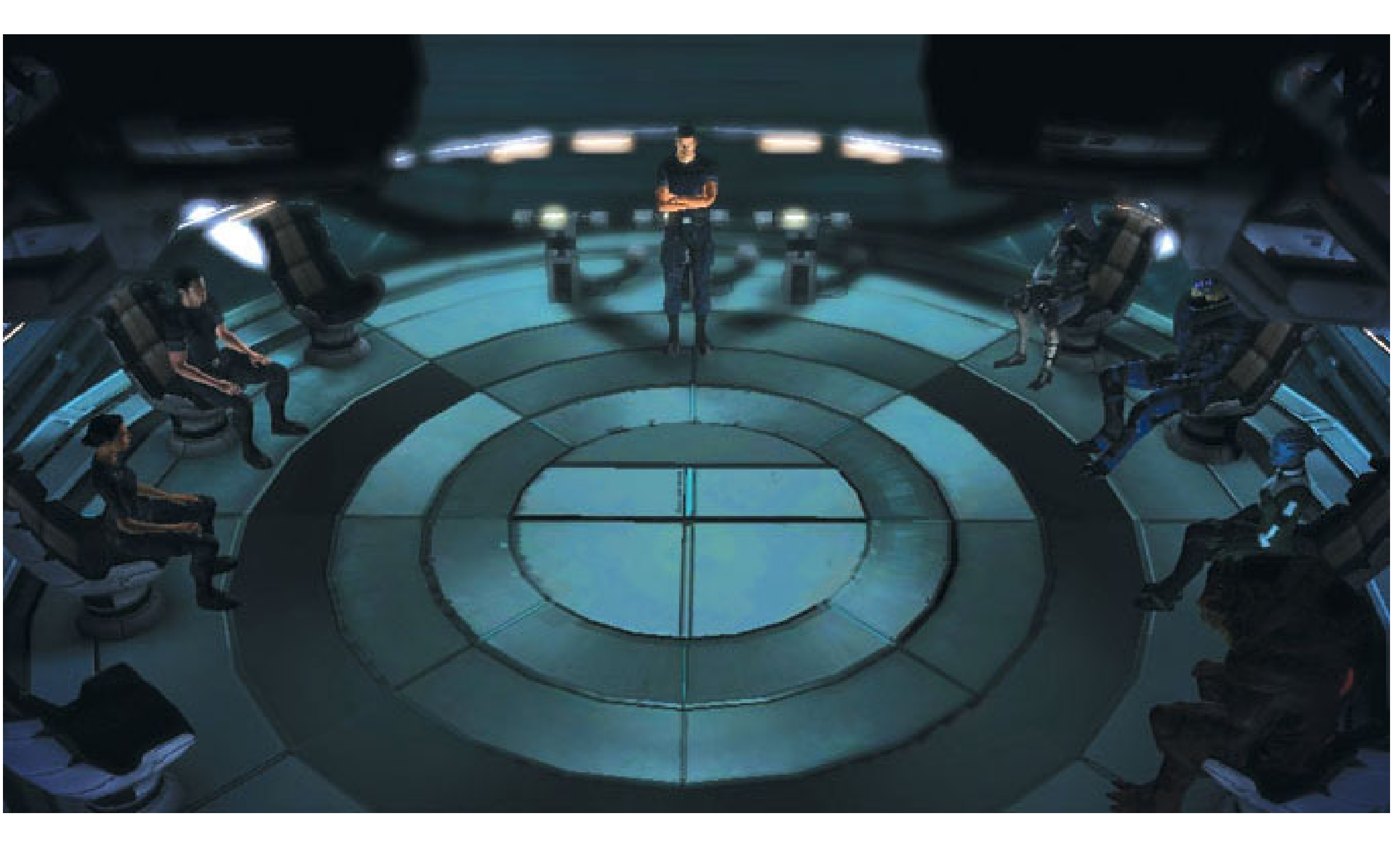


With the final adversary out of the way, the crew is at last able to make a frantic escape from the crumbling mines. The squad narrowly avoids falling stone and debris as they dash toward daylight.

Achievement Unlocked:

Search and Rescue

Safe at Last



Back aboard the Normandy, Shepard and his crew begin to question Liara about her mother, Saren, and the mysterious device called the Conduit.

Having devoted the last 50 years of her abnormally long life to researching the Protheans' downfall, Liara has much insight to impart.

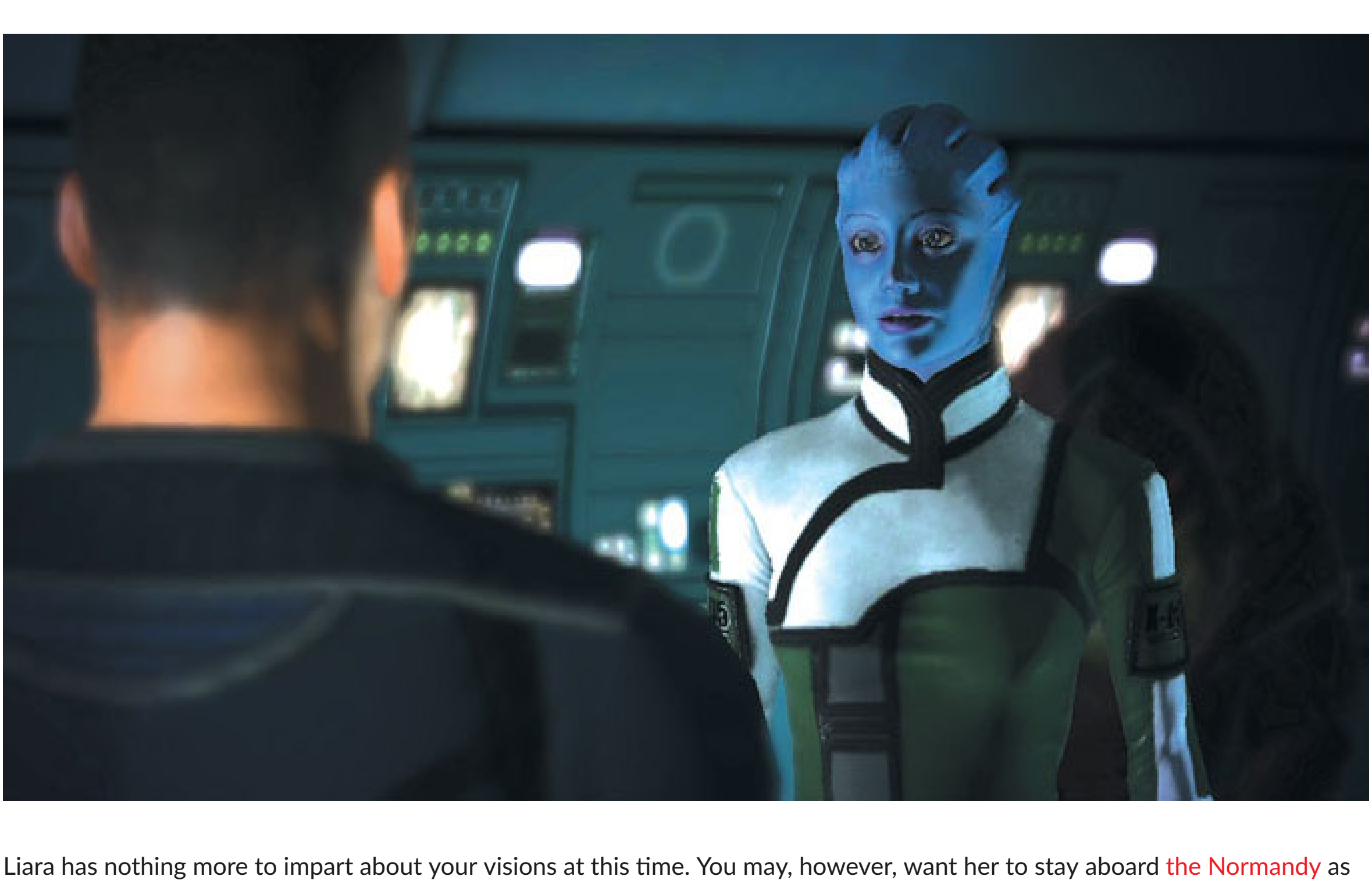
Most notably, she believes the Protheans were not the first race to be exterminated from the galaxy by some mysterious force or occurrence; her research has indicated that such a cycle has been ongoing since time immemorial.

Each time a civilization rises to a certain point, it is suddenly and violently erased from existence. Only ruins remain as a testament to their existence.

Unfortunately, Liara has no evidence to support her theory and can offer no reasoning as to how or why these advanced races could have been crushed so thoroughly while at the height of their power.

Commander Shepard informs her of the vision projected by the beacon they discovered on Eden Prime: a vision that showed a race of synthetic begins they've since identified as Reapers to be obliterating the Protheans.

Liara is shocked that the commander could have made any sense of such a potent and alien vision, citing Shepard's remarkable will.



Liara has nothing more to impart about your visions at this time. You may, however, want her to stay aboard the Normandy as part of your crew.

Her great skill in biotics and knowledge of the Protheans will likely come in handy.

After accepting the offer, Liara suddenly becomes faint; she's been through a lot recently. She agrees to see Doctor Chakwas for a thorough medical examination.

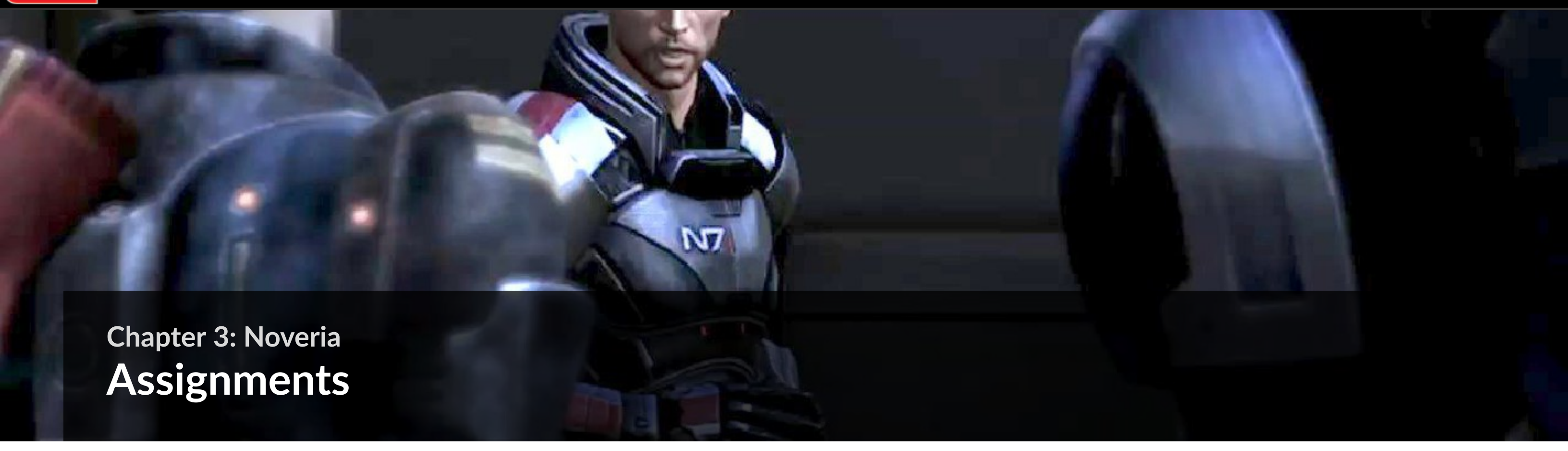
Reporting to the Council

As the meeting draws to a close, Joker's voice suddenly carries through the ship's comm system. He's already filed a full report to the Council and asks the commander if the Council should be contacted directly.

Choose to accept the transmission so you may debrief your superiors personally. The Council is glad to hear the mission was a success but isn't so quick to trust Liara; her mother has been identified as a traitor, after all.

Shepard puts their minds at ease by assuring them that all necessary security measures are being enforced. The Council thanks their newest Spectre and wishes Shepard luck on the next mission.

They remind the commander that much is still at stake.



Chapter 3: Noveria

Assignments

Commander Shepard has staged a valiant rescue mission on planet Therum, saving Dr. Liara T'Soni from a dreadful fate at the hands of Saren's synthetic minions.

The young asari now rests comfortably aboard the Normandy with Shepard and crew.

The post-mission debriefing with Liara brought many interesting facts to light regarding the Protheans' legendary demise, but numerous questions still remain.

Having received reports of geth sightings at Noveria, Shepard wastes little time in setting the Normandy speeding on a new course.

Note

As previously noted, you're free to conduct your search for Saren anywhere you like. If you'd prefer to venture to planet Feros at this point, feel free to do so.

And if you'd like the guided tour, simply flip ahead to the next walkthrough segment, which focuses on that chaotic world.

Post-Plot World Assignments, Volume I

After you complete your primary objectives on your first post-Citadel plot-based world (Therum, Noveria, or Feros), many new side ventures become available.

Most of these elective assignments either begin or play out entirely at the Citadel, which you'll find has a lot of new activity happening.

Feel free to pursue these optional jaunts before continuing on to Noveria if you like, referring to the Spectre Assignments portion of this guide for in-depth looks at each one.

Post-Plot World Assignments, Volume I

Name	Starting Location	Giver
Citadel: Snap Inspection	Citadel: Security	Admiral Mikhailovich
Citadel: The Fourth Estate	Citadel: Security	Khalisah bint Sinan Al-Jilani
Citadel: Family Matter	Citadel: Presidium	Michael Petrovsky, Rebekah Petrovsky
Citadel: Planting a Bug	Citadel: Tower	Emily Wong
Citadel: Old Friends*	Citadel: Lower Wards	Finch
Citadel: Old, Unhappy, Far-Off Things**	Citadel	Zabaleta
Citadel: I Remember Me***	Citadel	Lieutenant Girard
UNC: Rogue VI	Deep Space (Normandy)	Admiral Hackett (via transmission @ LVL 20)

*Accessible to Earth background only

**Accessible to Spacer background only

***Accessible to Colonist background only

Noveria Assignments

Noveria's your next stop, and it's handy to know about the assignments available to you there. Keep a lookout for these optional ventures while exploring the ice world.

Noveria Assignments

Name	Starting Location	Giver
Noveria: Espionage	Noveria: Port Hanshan Mezzanine	Mallene Calis
Noveria: Smuggling	Noveria: Port Hanshan Plaza	Opold

Assignment-Based Codex Entries

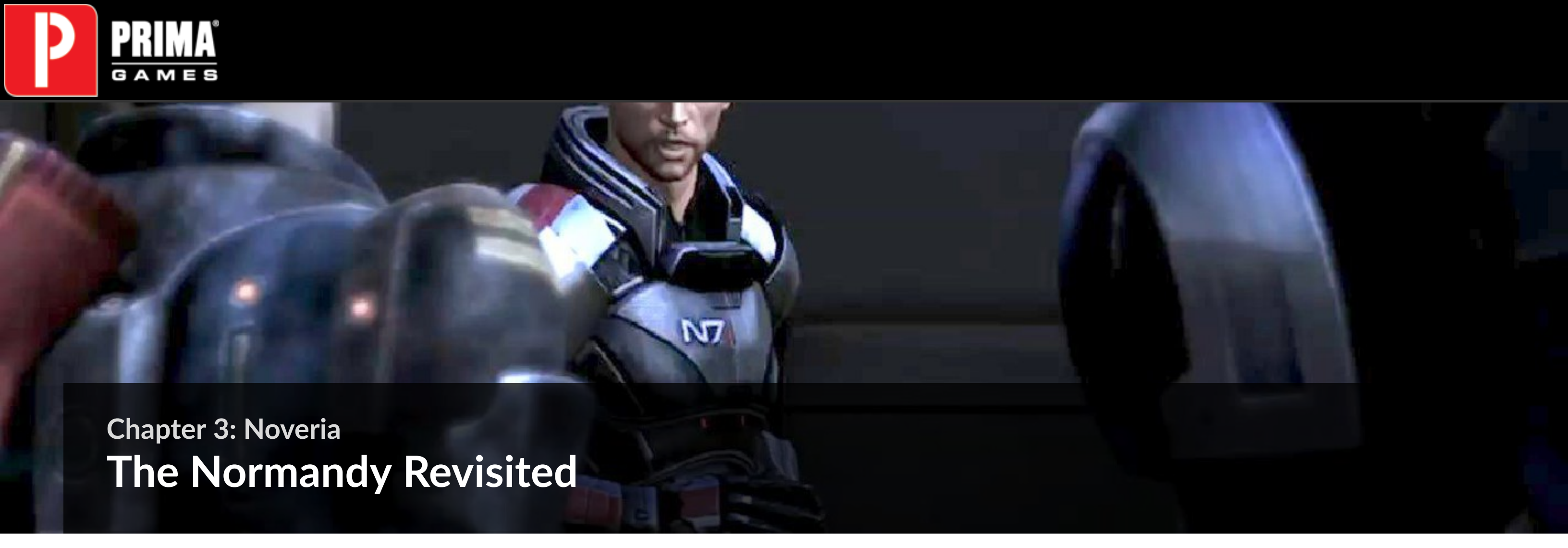
Choosing to pursue the assignments listed above can land you the following entries for your Codex.

Primary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Aliens: Non-Council Races	Hanar	Noveria: Port Hanshan Plaza	Dialogue	Opold	None
Aliens: Non-Council Races	Batarians	Citadel: Security Dialogue	Lt. Girard	Player will receive a radio call.	Citadel: I Remember Me quest (Colonist-only)
Aliens: Non-Council Races	Batarians	Normandy Command Deck	Dialogue	Hannah Shepard	Use console in Comm Room. Citadel: Old, Unhappy, Far-Off Things quest (Spacer-only)
Humanity and the Systems Alliance	Earth	Citadel: Lower Wards	Dialogue	Finch	Near Chora's Den rapid transit station. Citadel: Old Friends quest (Earthborn-only)

Secondary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Ships and Vehicles	Starships: Carriers	Citadel: Docking Bays	Dialogue	Admiral Mikhailovich	None
Humanity and the Systems Alliance	Genetic Engineering	Citadel: Presidium	Dialogue	Michael Petrovsky, Rebekah Petrovsky	None
Ships and Vehicles	Space Combat: General Tactics	Citadel: Presidium	Inspection	NAVMANUAL	None
Ships and Vehicles	Vehicles: Combat Drones	Luna: Science Station 1	Inspection	Data Port	None



Chapter 3: Noveria

The Normandy Revisited

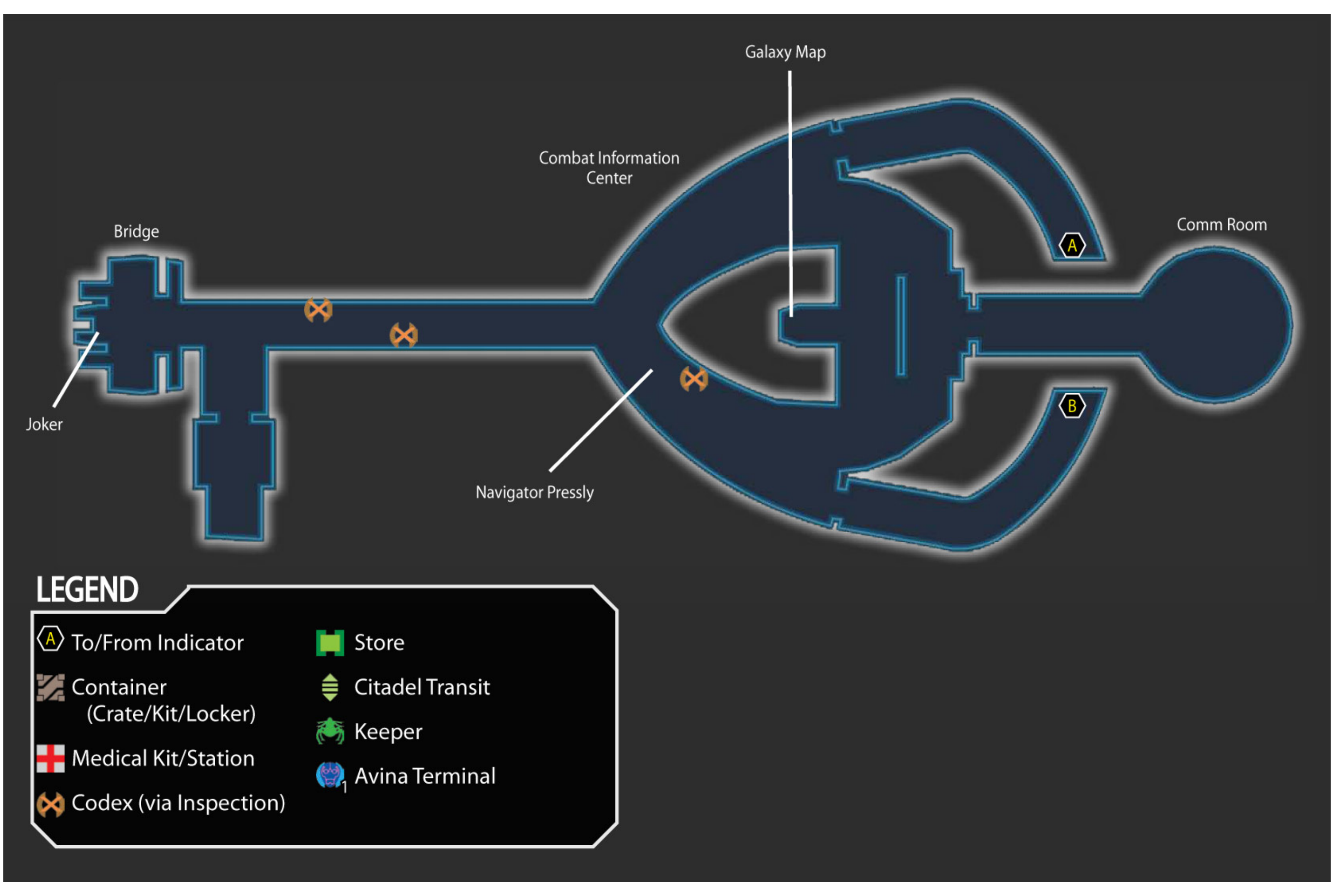
You've added a new member to your crew since your recent visit to Therum: Dr. Liara T'Soni. You'll find Liara resting comfortably in the ship's medical bay.

Speak with the asari to learn much more about her, including insights into her relationship with her traitorous mother, Matriarch Benezia and general info on asari culture.

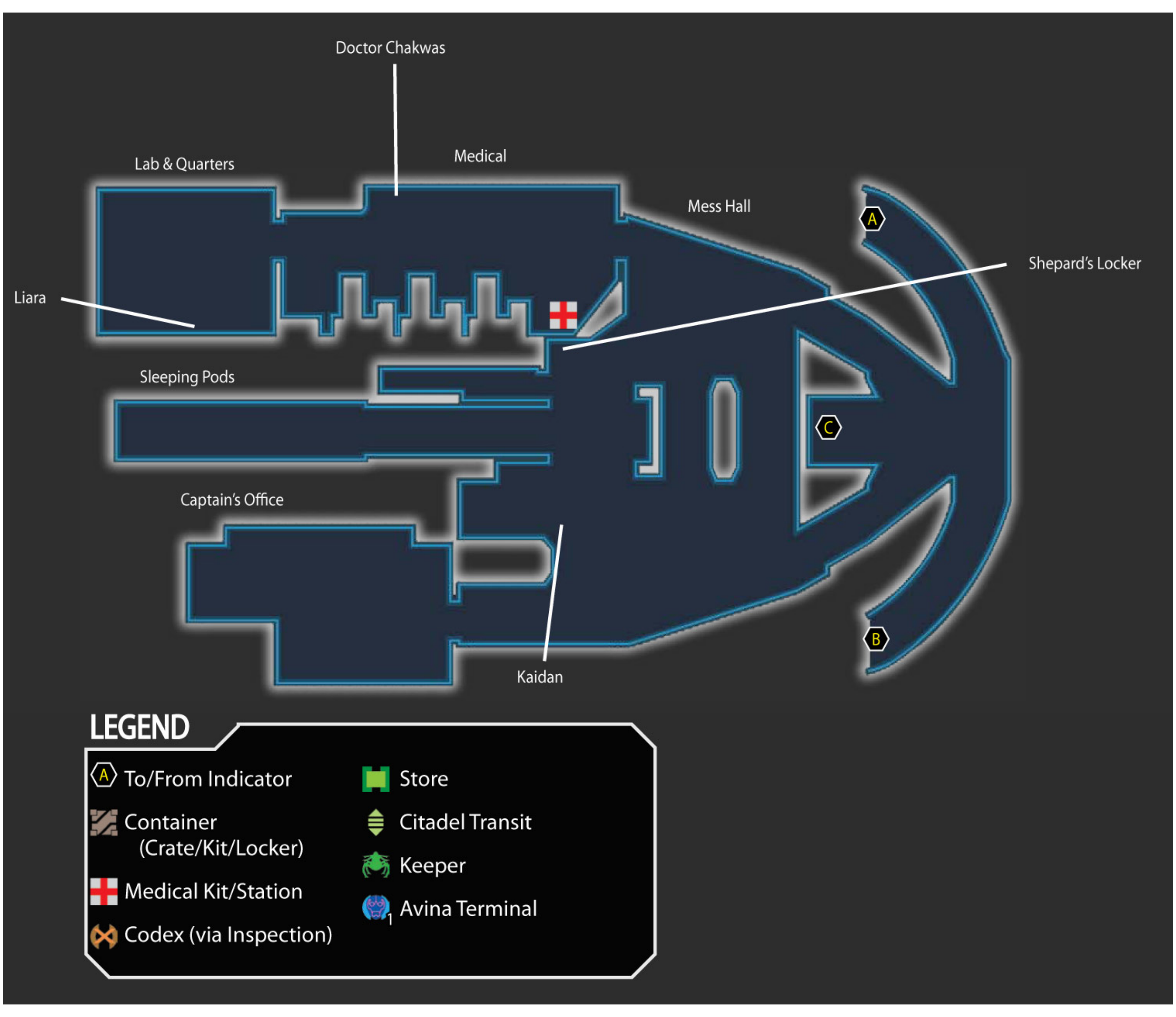
Converse with the rest of your crew as well to unlock a number of new Codex entries, and give the ship a thorough examination to find even more entries through new inspection opportunities.

You may also want to chat with the Req Officer down in engineering to purchase new gear.

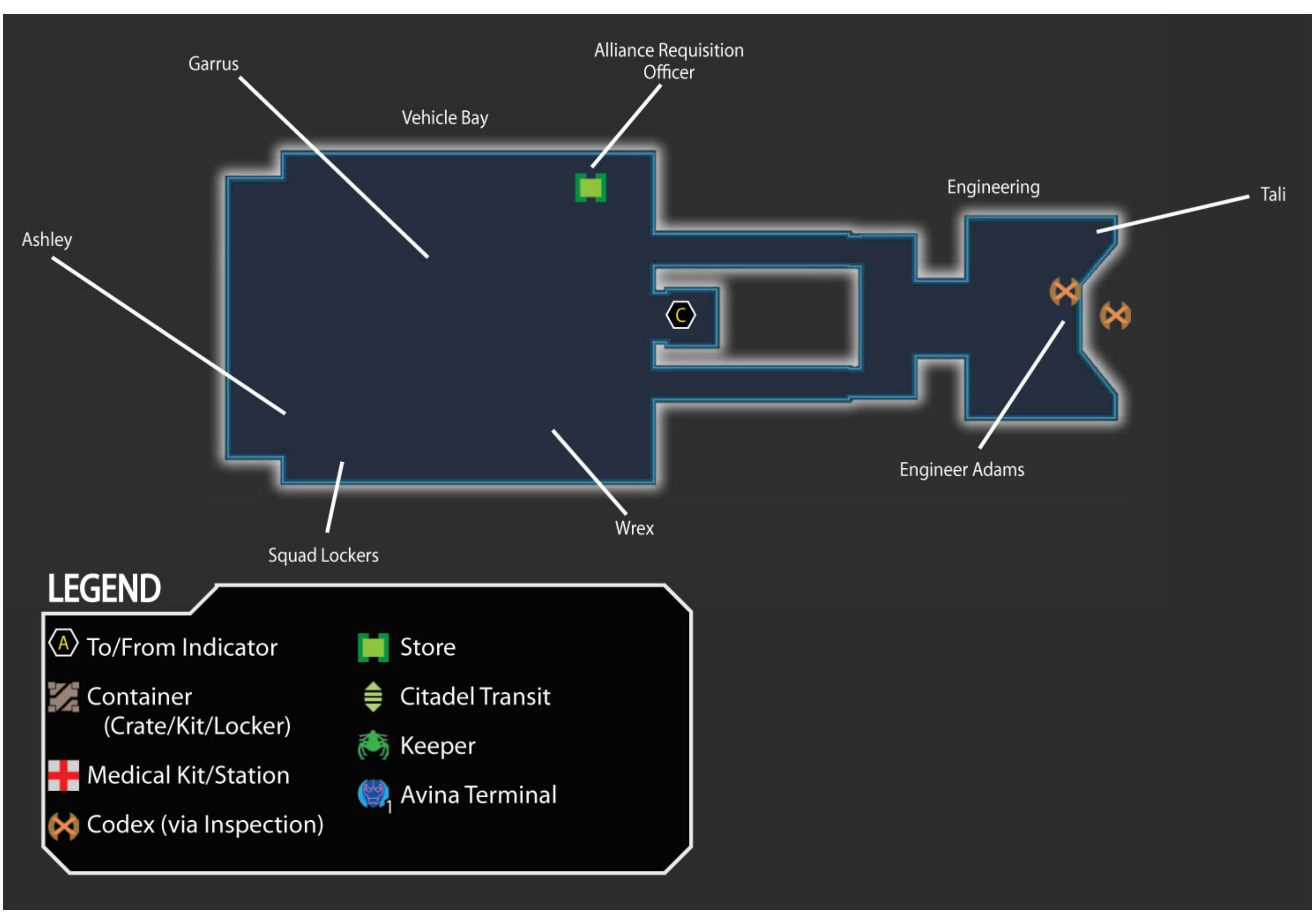
Normandy: Command Deck (After Therum)


Galaxy Map
Combat Information Center
Bridge
Comm Room
Joker
Navigator Pressly
A
B
LEGEND
A To/From Indicator
Container (Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Store
Citadel Transit
Keeper
Avina Terminal

Normandy: Quarters (After Therum)


Doctor Chakwas
Lab & Quarters
Medical
Mess Hall
Shepard's Locker
Liara
Sleeping Pods
Captain's Office
Kaidan
A
C
B
LEGEND
A To/From Indicator
Container (Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Store
Citadel Transit
Keeper
Avina Terminal

Normandy: Engineering (After Therum)


Garrus
Alliance Requisition Officer
Vehicle Bay
Engineering
Tali
Ashley
C
Engineer Adams
Wrex
Squad Lockers
LEGEND
A To/From Indicator
Container (Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Store
Citadel Transit
Keeper
Avina Terminal

Command Deck Codex Entries

Primary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Ships and Vehicles	Space Combat	Normandy: Command Deck	Inspection	Gunnery Station	None

Secondary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Humanity and the Systems Alliance	Human Diplomatic Relations	Normandy: Command Deck	Dialogue	Navigator Pressly	None
Ships and Vehicles	Space Combat: Combat Endurance	Normandy: Command Deck	Inspection	Heat Load Monitor	None
Ships and Vehicles	Starships: Heat Management	Normandy: Command Deck	Inspection	Heat Load Monitor	None
Ships and Vehicles	Weapons: GARDIAN	Normandy: Command Deck	Inspection	Point Defense Systems	None

Quarters Codex Entries

Secondary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Planets and Locations	Stations: Gagarin Station	Normandy: Quarters	Dialogue	Kaidan	None
Technology	Biotics: Training	Normandy: Quarters	Dialogue	Kaidan	None
Aliens: Council Races	Asari: Culture	Normandy: Quarters	Dialogue	Liara	None
Aliens: Council Races	Asari: Government	Normandy: Quarters	Dialogue	Liara	None
Aliens: Extinct Races	Protheans: Beacon	Normandy: Quarters	Dialogue	Liara	None

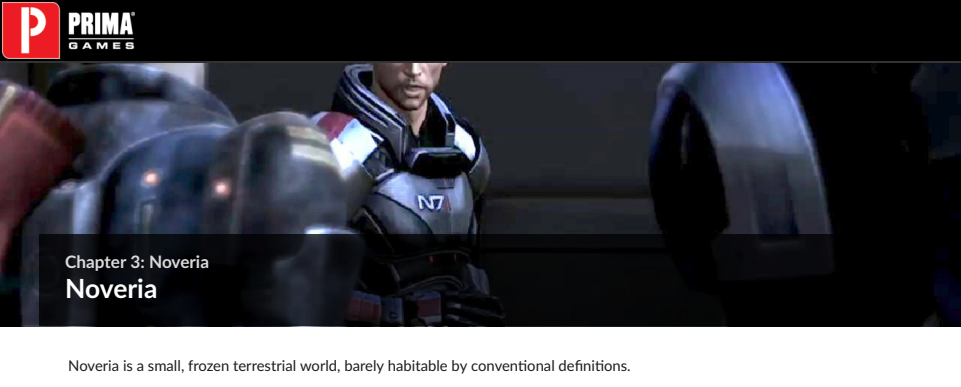
Engineering Codex Entries

Primary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Technology	Element Zero ("Eezo")	Normandy: Engineering	Inspection	Element Zero Core	None

Secondary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Aliens: Council Races	Turians: Culture	*Normandy* : Engineering	Dialogue	Garrus	None
Aliens: Council Races	Turians: Military Doctrine	*Normandy* : Engineering	Dialogue	Garrus	None
Aliens: Non-Council Races	Krogan: Biology	*Normandy* : Engineering	Dialogue	Wrex	None
Aliens: Non-Council Races	Quarians: Crime and Defense	*Normandy* : Engineering	Dialogue	Tali	None
Aliens: Non-Council Races	Quarians: Religion	*Normandy* : Engineering	Dialogue	Tali	None
Ships and Vehicles	FTL Drive: Drive Charge	*Normandy* : Engineering	Inspection	Core Charge Status	None



Chapter 3: Noveria

Noveria

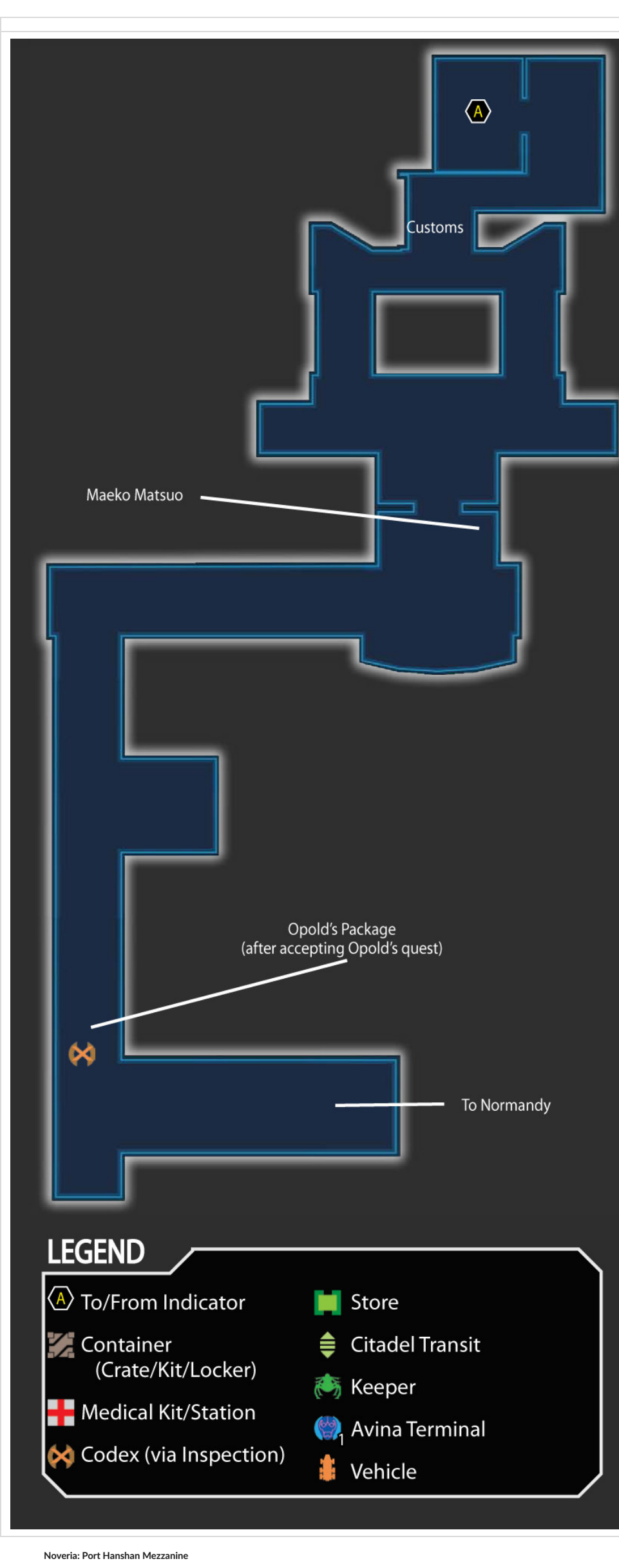
Noveria is a small, frozen terrestrial world, barely habitable by conventional definitions.

It is privately chartered by the Noveria Development Corporation, which leases out labs to perform research too dangerous or controversial to be performed elsewhere.

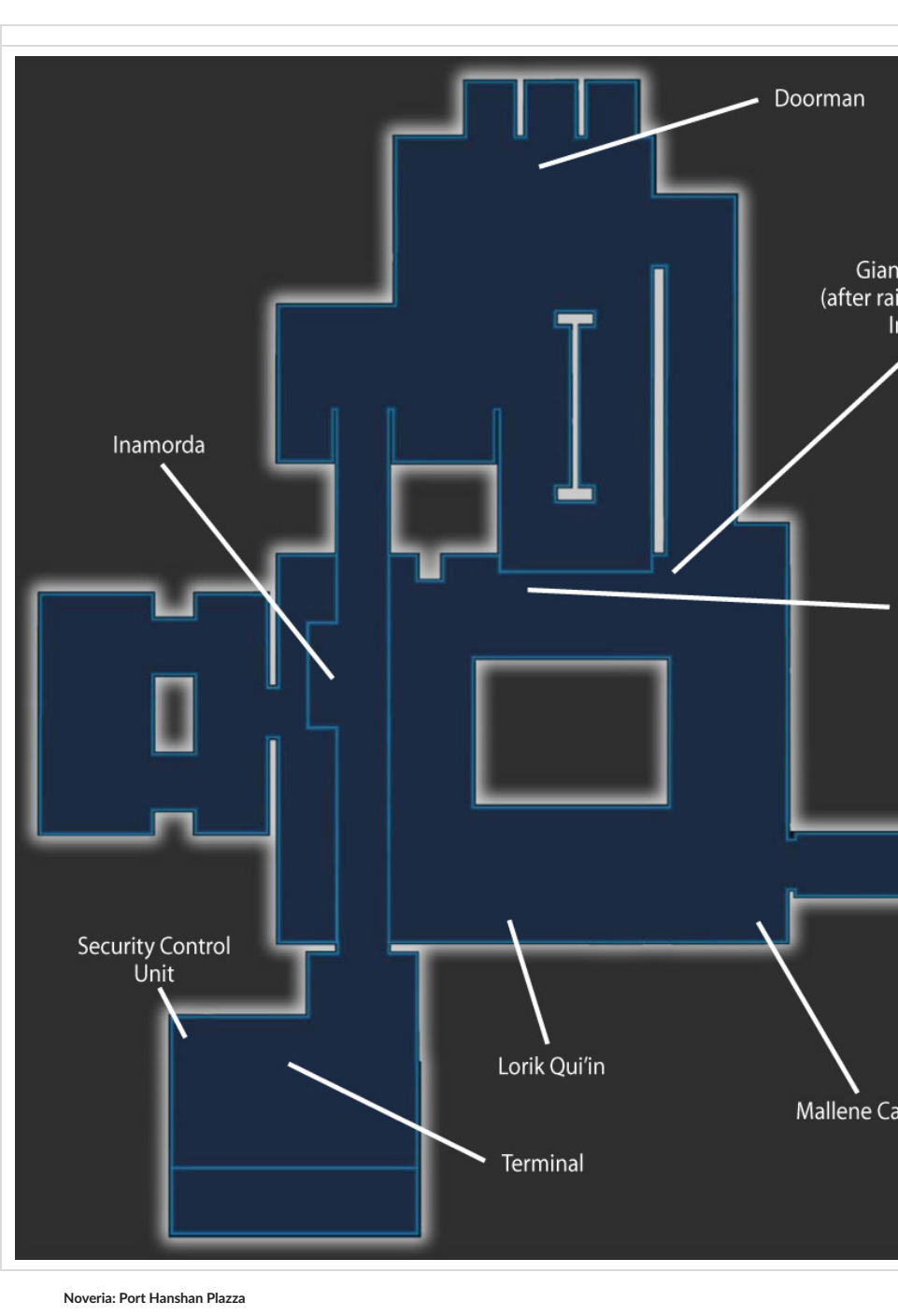
Given Noveria's unique situation, it is the source of many wild conspiracy theories.

Shepard's time on Noveria is split between two major areas: Port Hanshan, where the Normandy comes to dock, and Peak 15, a remote experimentation facility housed within a mountainside complex.

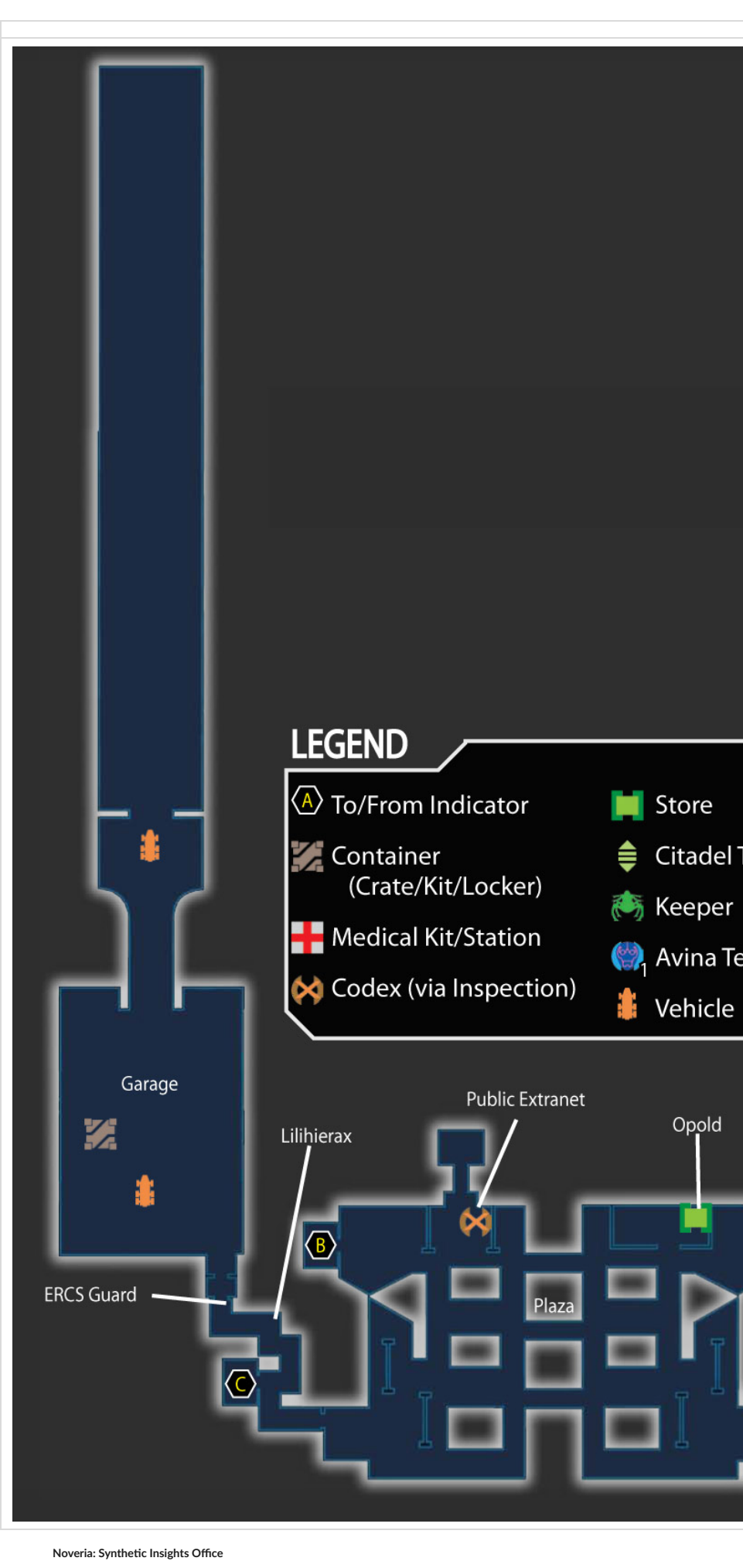
Noveria: Port Hanshan Docking Bay


A
Customs
Maeko Matsuo
Opold's Package
(after accepting Opold's quest)
To Normandy
LEGEND
To/From Indicator
Container
(Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Store
Citadel Transit
Keeper
Avina Terminal
Vehicle

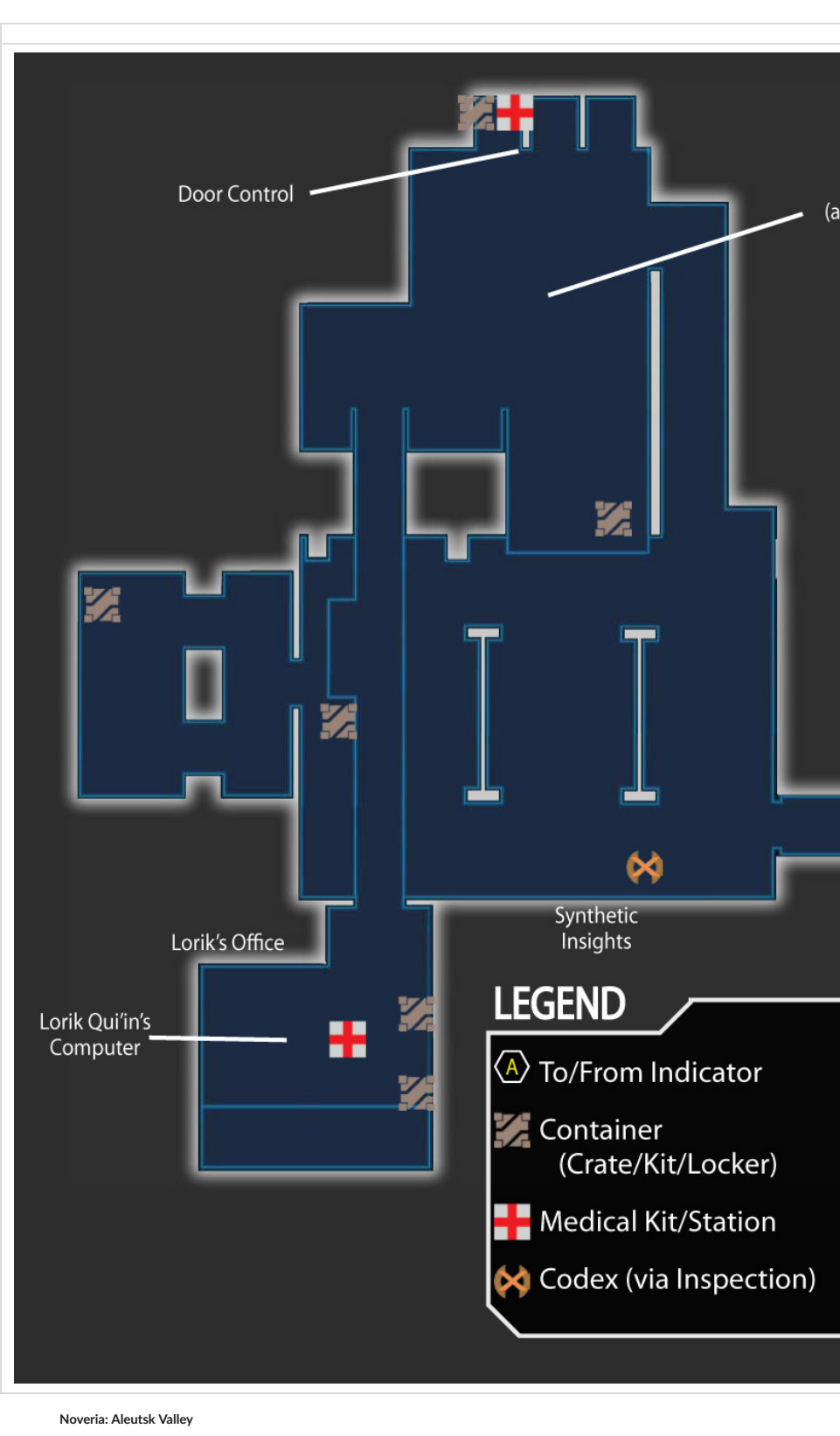
Noveria: Port Hanshan Mezzanine


Doorman
Gian
(after rai
Inamorda
Security Control
Unit
Lorik Qui'in
Mallene Ca
Terminal

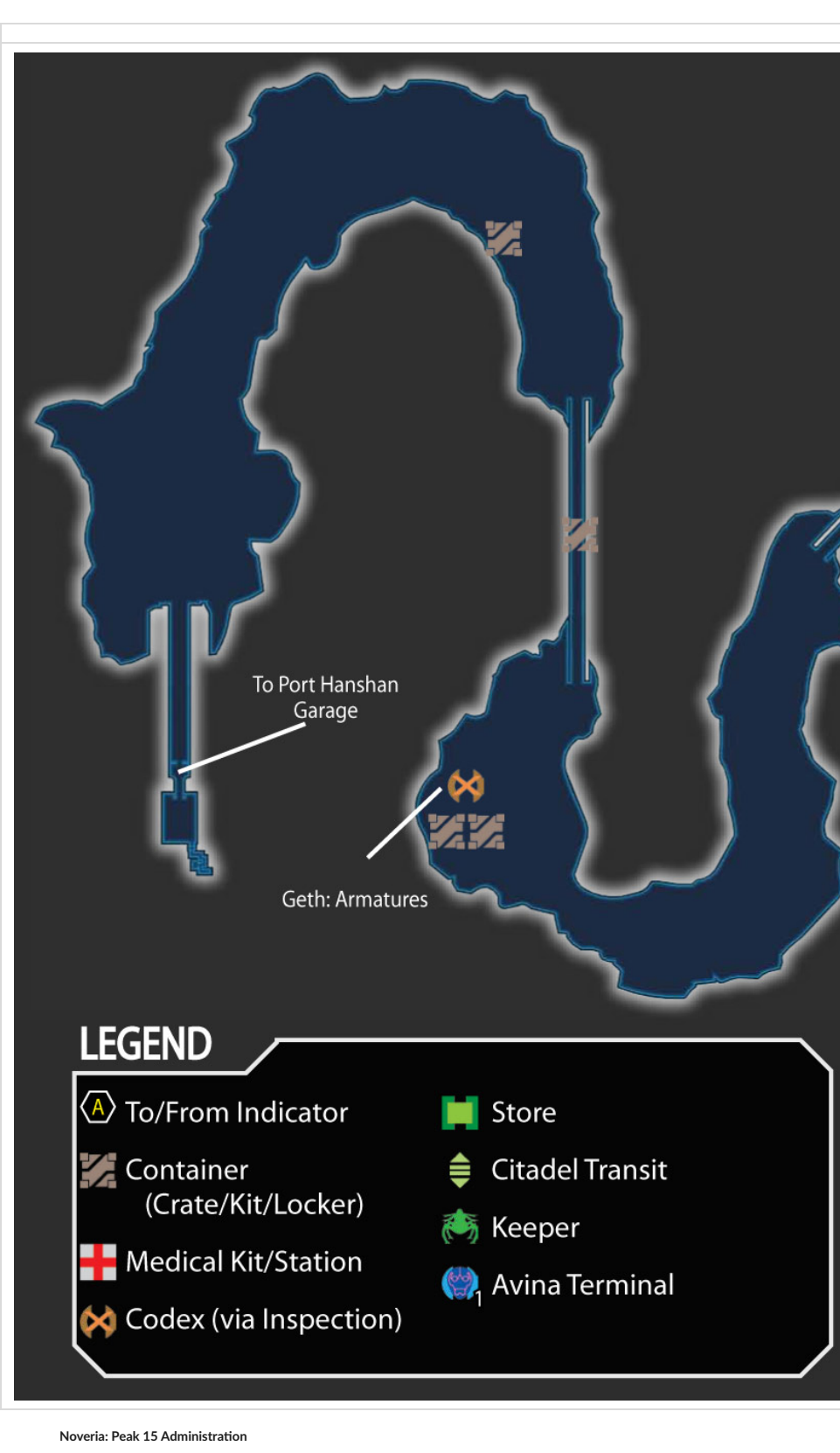
Noveria: Port Hanshan Plazza


LEGEND
To/From Indicator
Container
(Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Store
Citadel T
Keeper
Avina Te
Vehicle
Garage
Lilihierax
Public Extranet
Opold
B
ERCS Guard
Plaza
C

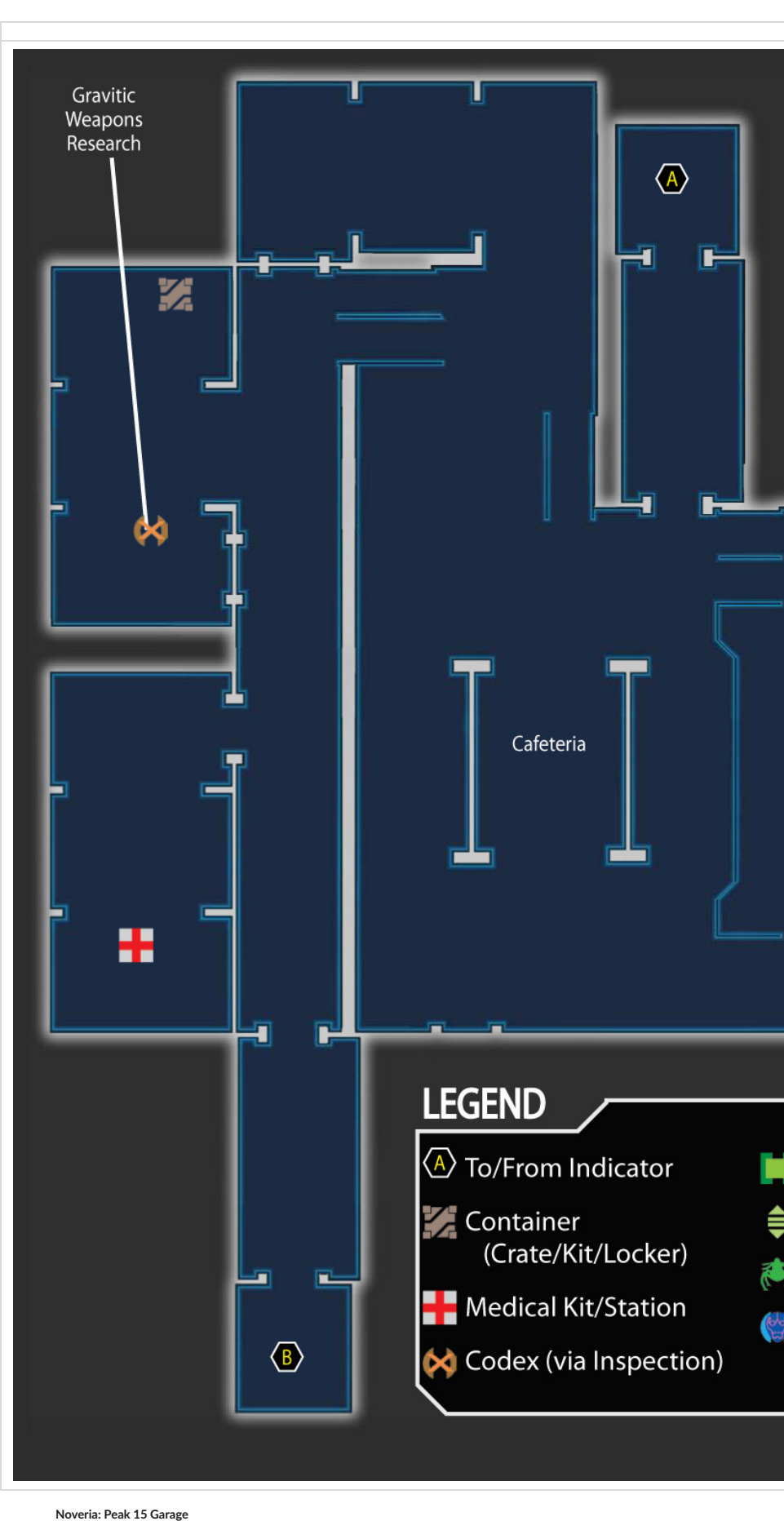
Noveria: Synthetic Insights Office


Door Control
(a
Synthetic
Insights
Lorik's Office
Lorik Qui'in's
Computer
LEGEND
To/From Indicator
Container
(Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)

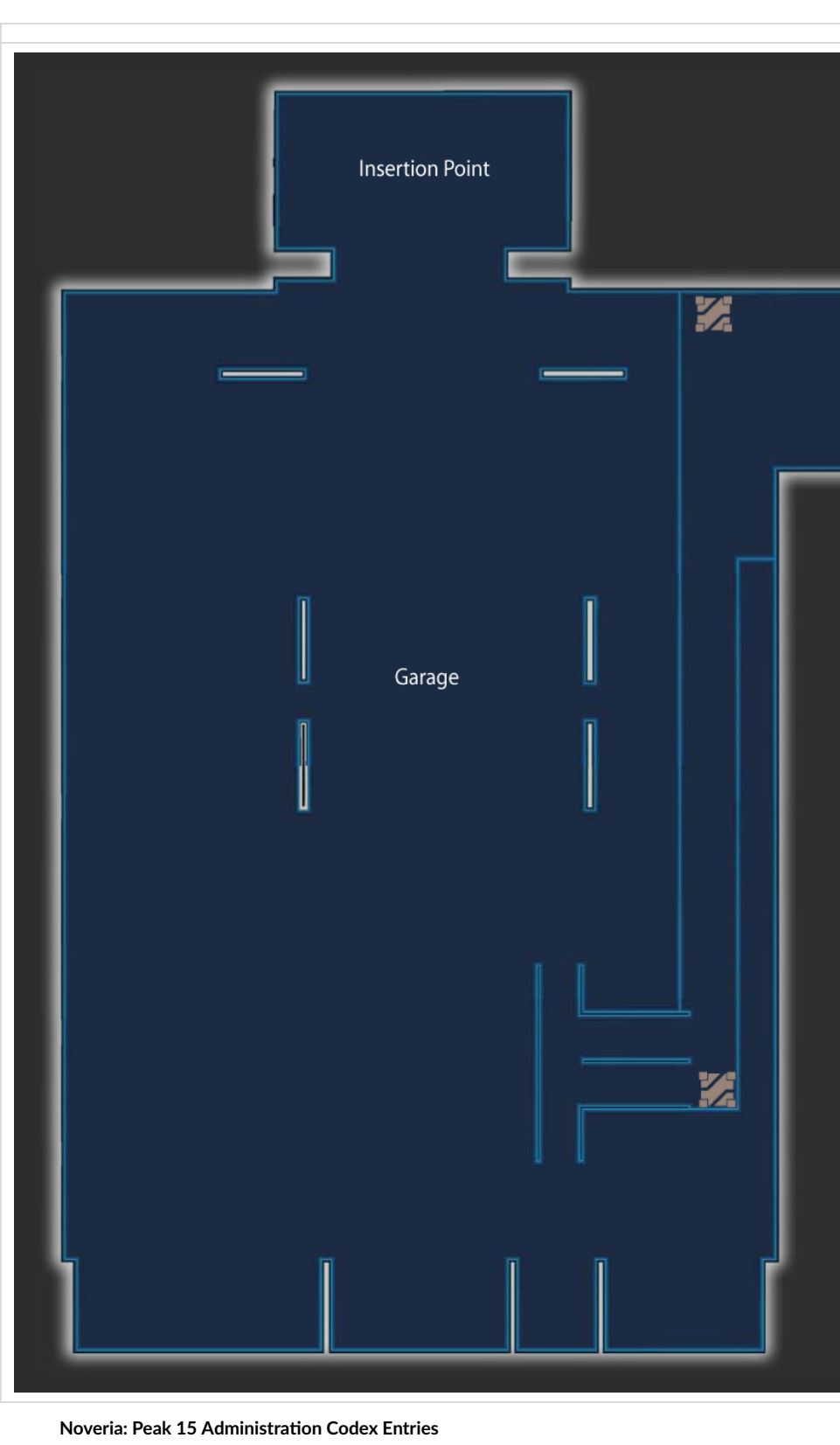
Noveria: Aleutsk Valley


To Port Hanshan
Garage
Geth: Armatures
LEGEND
To/From Indicator
Container
(Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Store
Citadel Transit
Keeper
Avina Terminal

Noveria: Peak 15 Administration


Gravitic
Weapons
Research
A
Cafeteria
B
LEGEND
To/From Indicator
Container
(Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)

Noveria: Peak 15 Garage


Insertion Point
Garage

Noveria: Peak 15 Administration Codex Entries

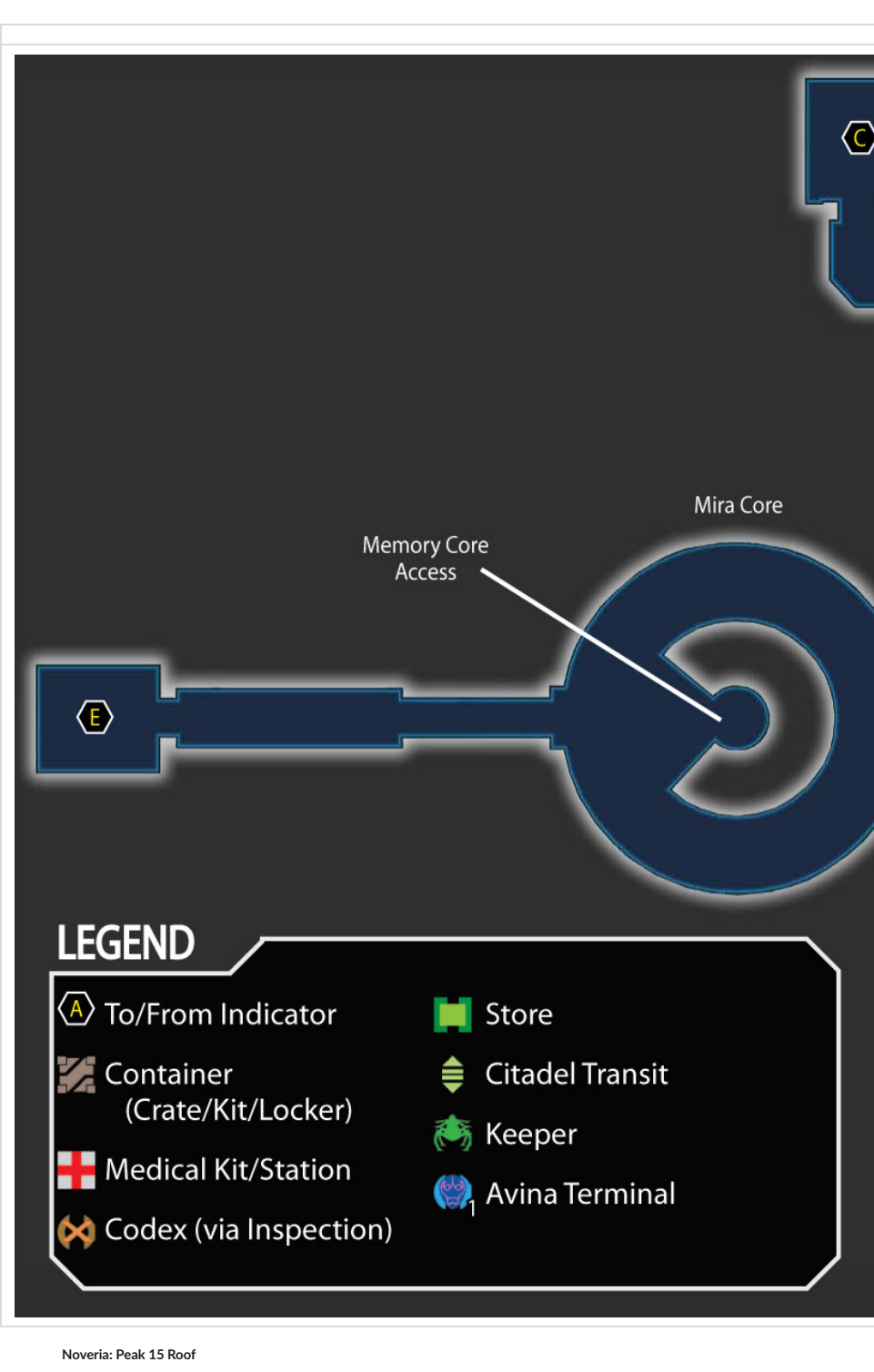
Primary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Technology	Computers: Artificial Intelligence (AI)	Noveria: Peak 15 Administration	Dialogue	Gianna Parasini	None

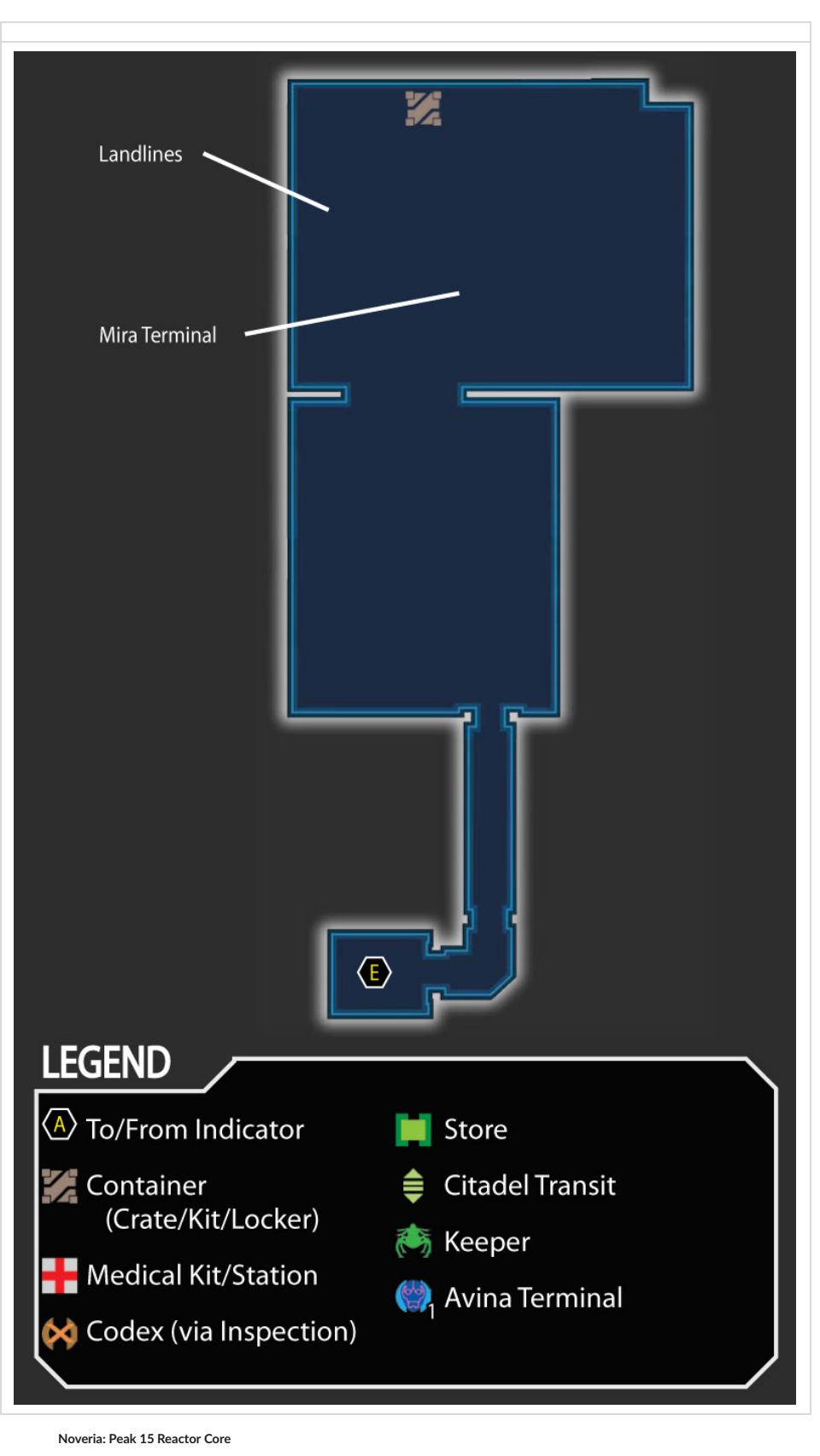
Secondary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Ships and Vehicles	Weapons: Disruptor Torpedoes	Noveria: Peak 15 Administration	Inspection	Gravitic Weapons Research	None

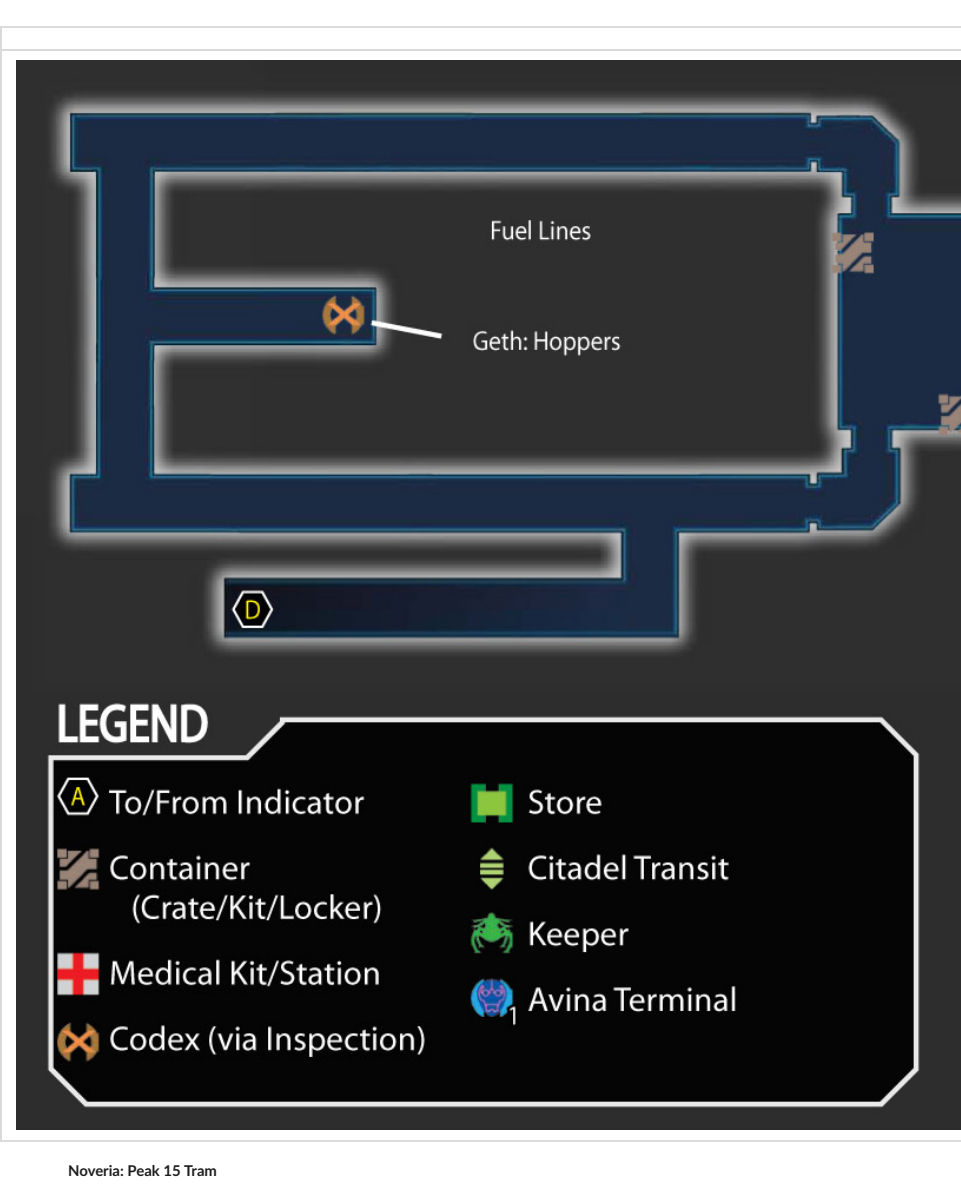
Noveria: Peak 15 Mira Core


C
Mira Core
Memory Core
Access
E
LEGEND
To/From Indicator
Container
(Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Store
Citadel Transit
Keeper
Avina Terminal

Noveria: Peak 15 Roof


Landlines
Mira Terminal
E
LEGEND
To/From Indicator
Container
(Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Store
Citadel Transit
Keeper
Avina Terminal

Noveria: Peak 15 Reactor Core


Fuel Lines
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LEGEND
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(Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
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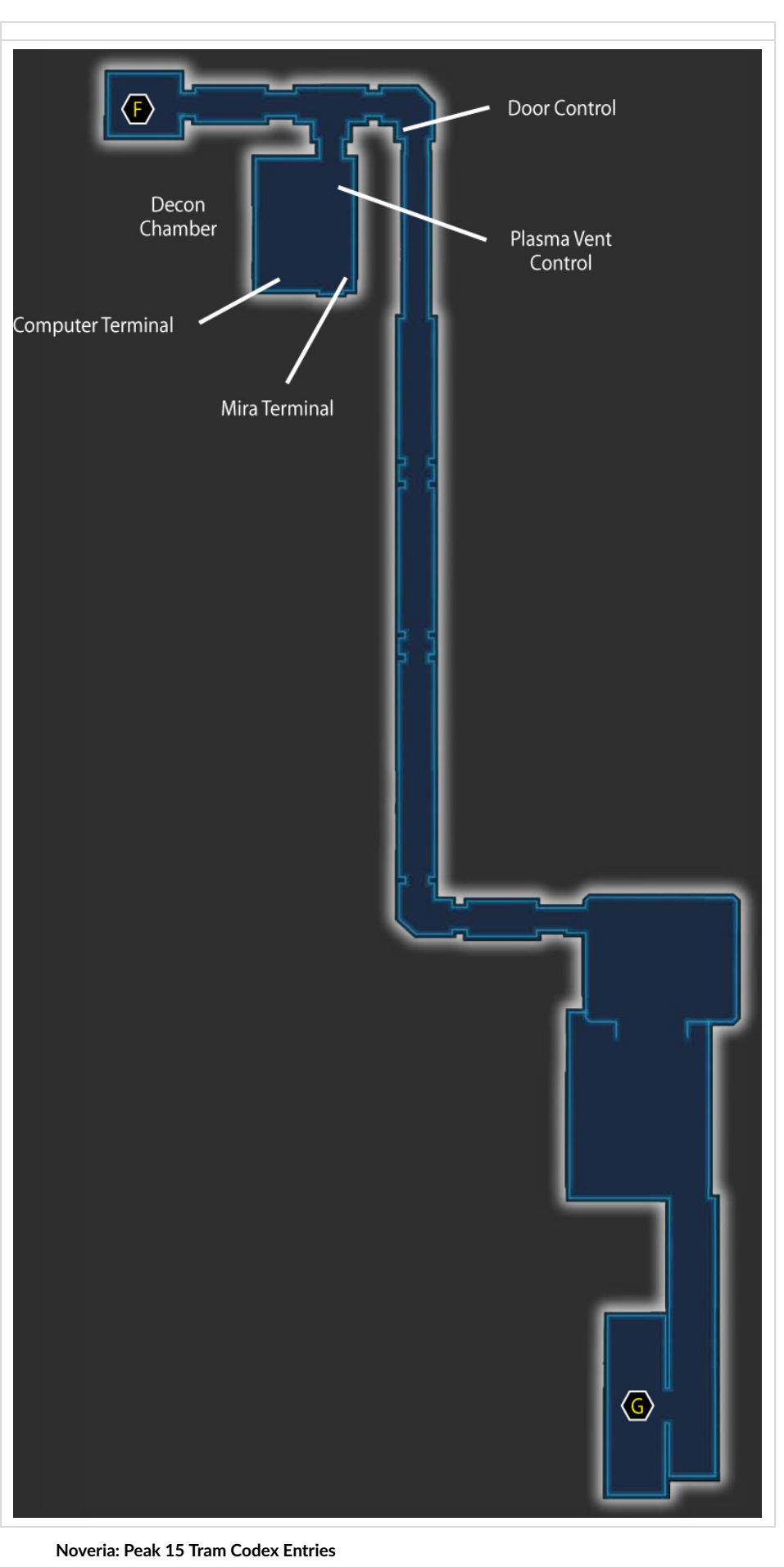
Citadel Transit
Keeper
Avina Terminal

Noveria: Peak 15 Tram

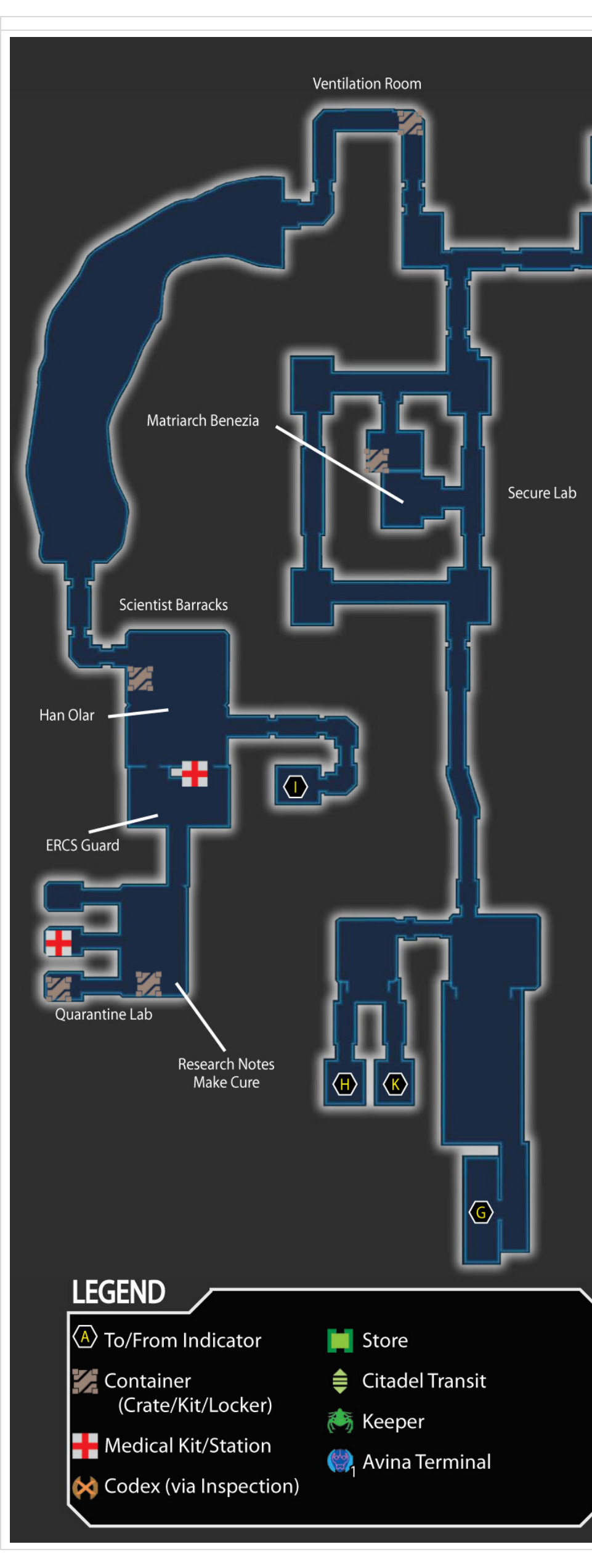

F
Door Control
Decon
Chamber
Plasma Vent
Control
Computer Terminal
Mira Terminal
G

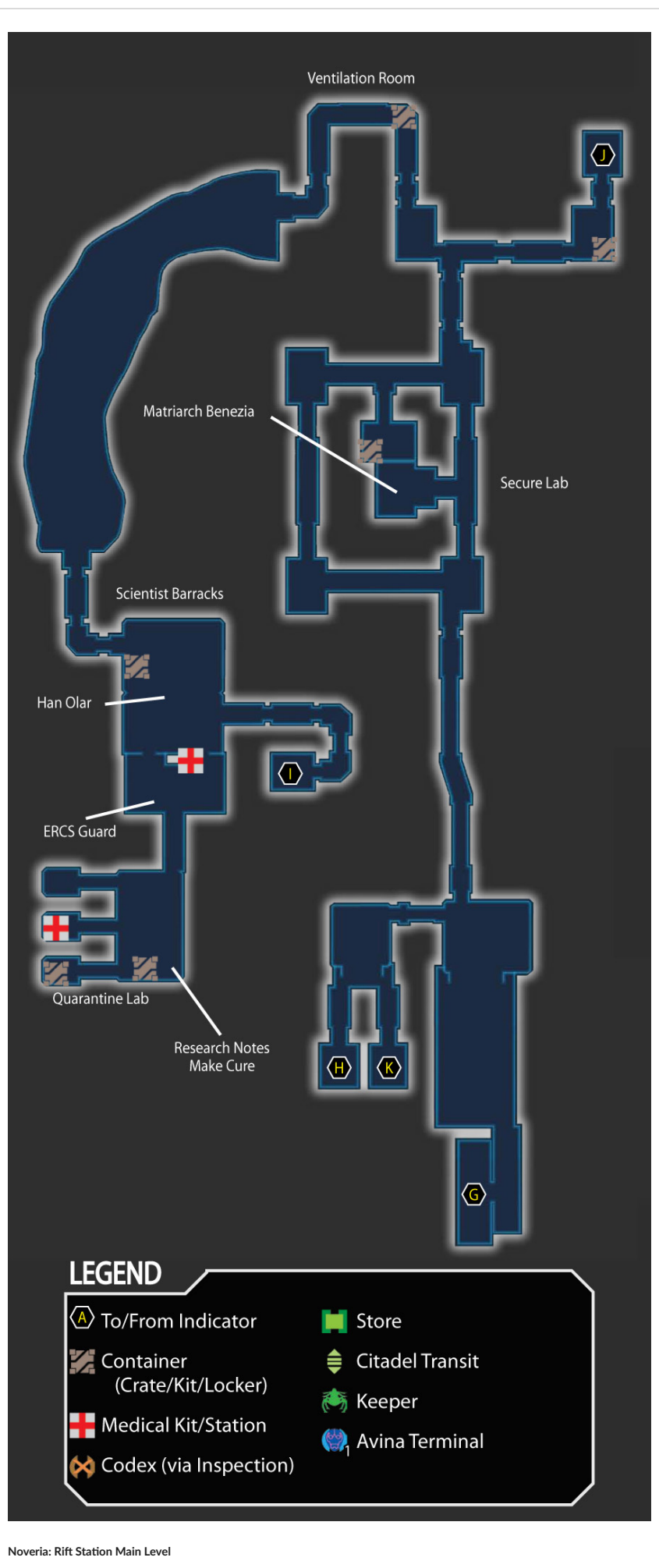
Noveria: Peak 15 Tram Codex Entries

Primary Codex

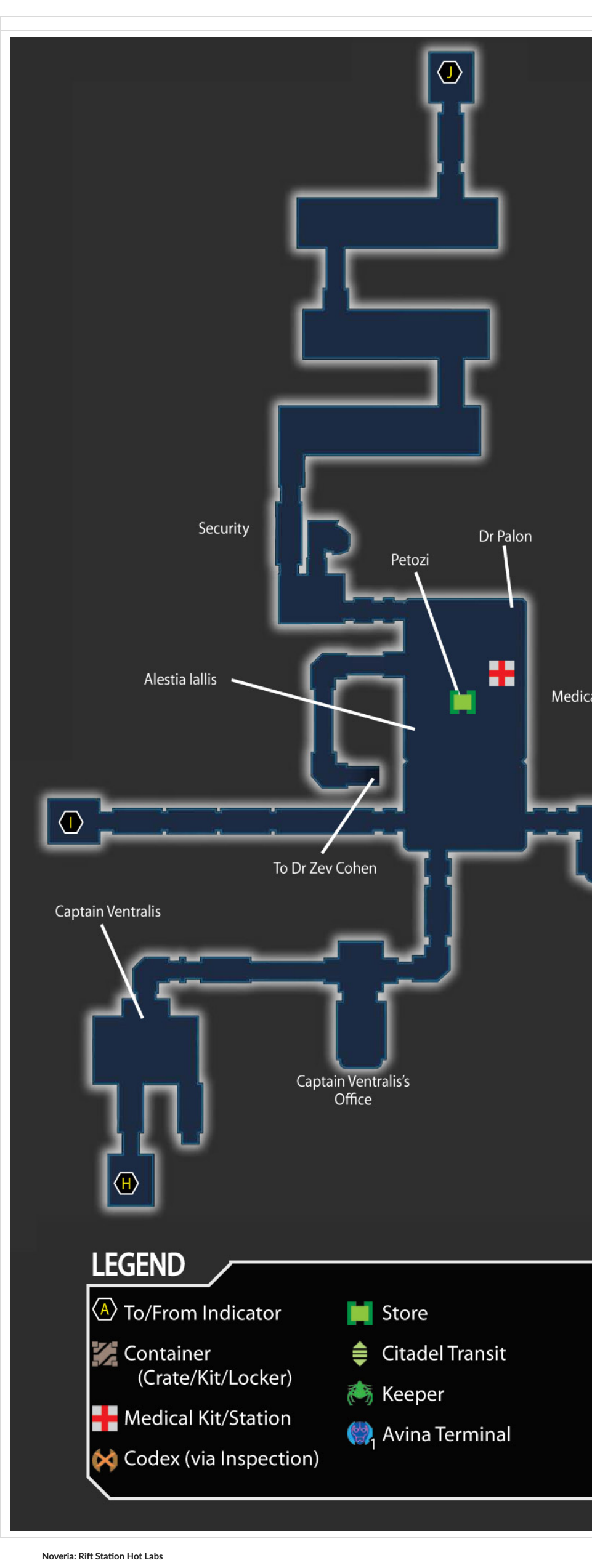
Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Technology	Omni-tool	Noveria: Peak 15 Tram	Dialogue	Mira	None
Technology	Computers: Virtual Intelligence (VI)	Noveria: Peak 15 Tram	Dialogue	Mira	None

Noveria: Rift Station Lower Level

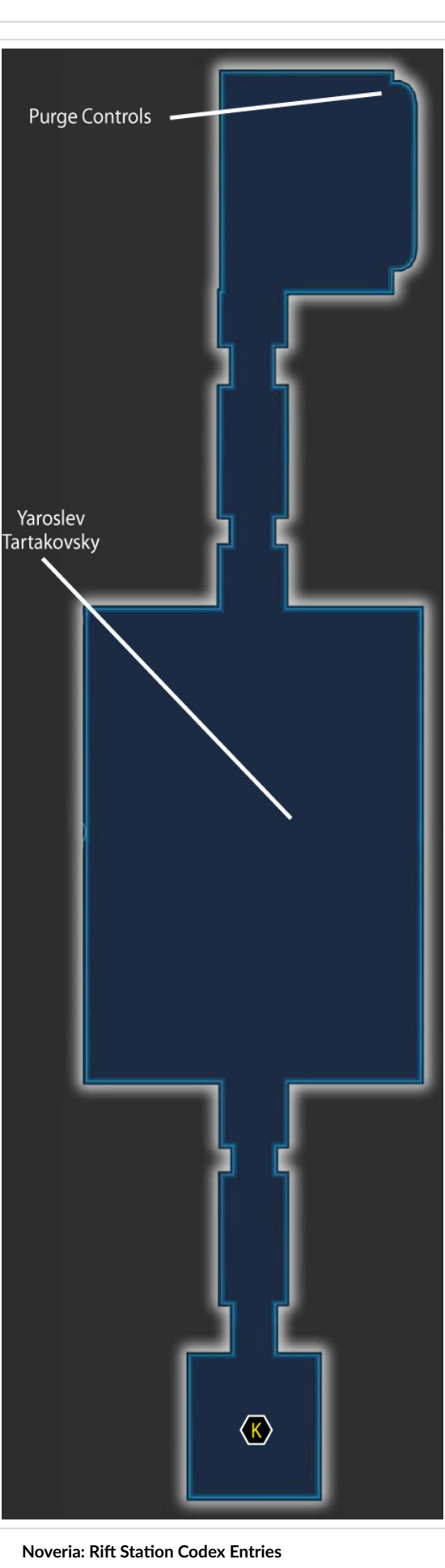

Ventilation Room
Matriarch Benezia
Secure Lab
Scientist Barracks
Han Olar
I
ERCS Guard
Quarantine Lab
Research Notes
Make Cure
H
K
G
LEGEND
To/From Indicator
Container
(Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Store
Citadel Transit
Keeper
Avina Terminal


Ventilation Room
J
Matriarch Benezia
Secure Lab
Scientist Barracks
Han Olar
I
ERCS Guard
Quarantine Lab
Research Notes
Make Cure
H
K
G
LEGEND
To/From Indicator
Container
(Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Store
Citadel Transit
Keeper
Avina Terminal

Noveria: Rift Station Main Level


J
Security
Dr Palon
Petozi
Alestia Iallis
Medica
I
To Dr Zev Cohen
Captain Ventralis
Captain Ventralis's
Office
H
LEGEND
To/From Indicator
Container
(Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Store
Citadel Transit
Keeper
Avina Terminal

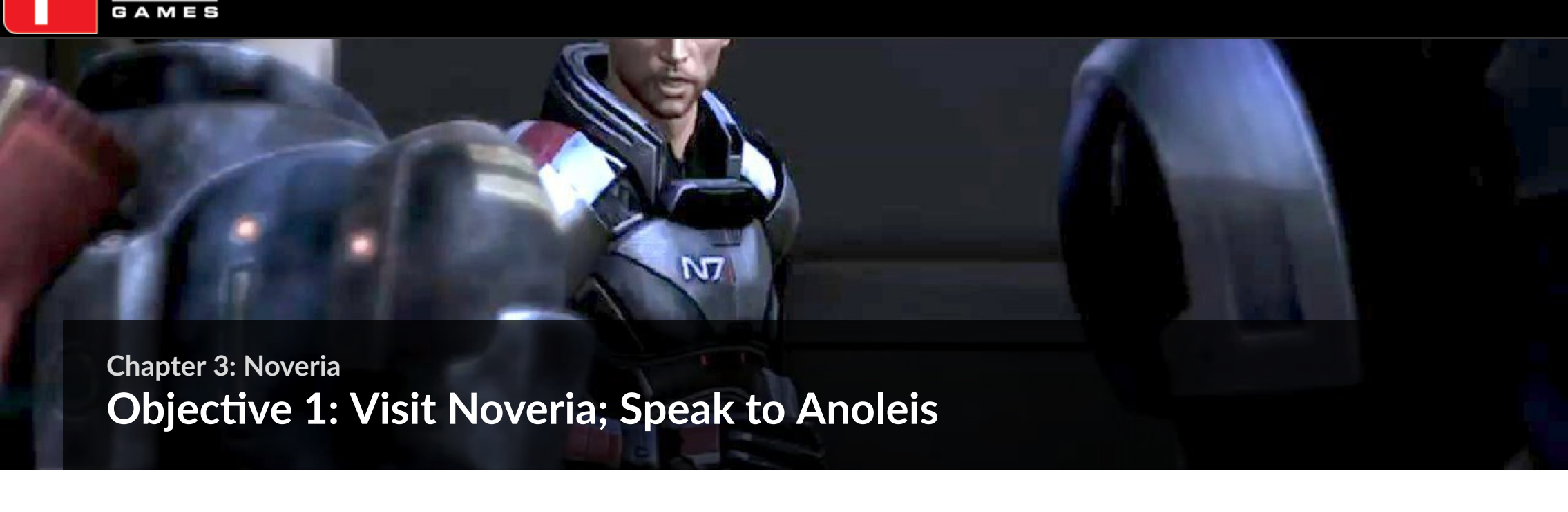
Noveria: Rift Station Hot Labs


Purge Controls
Yaroslev
Tartakovsky
K

Noveria: Rift Station Codex Entries

Primary Codex

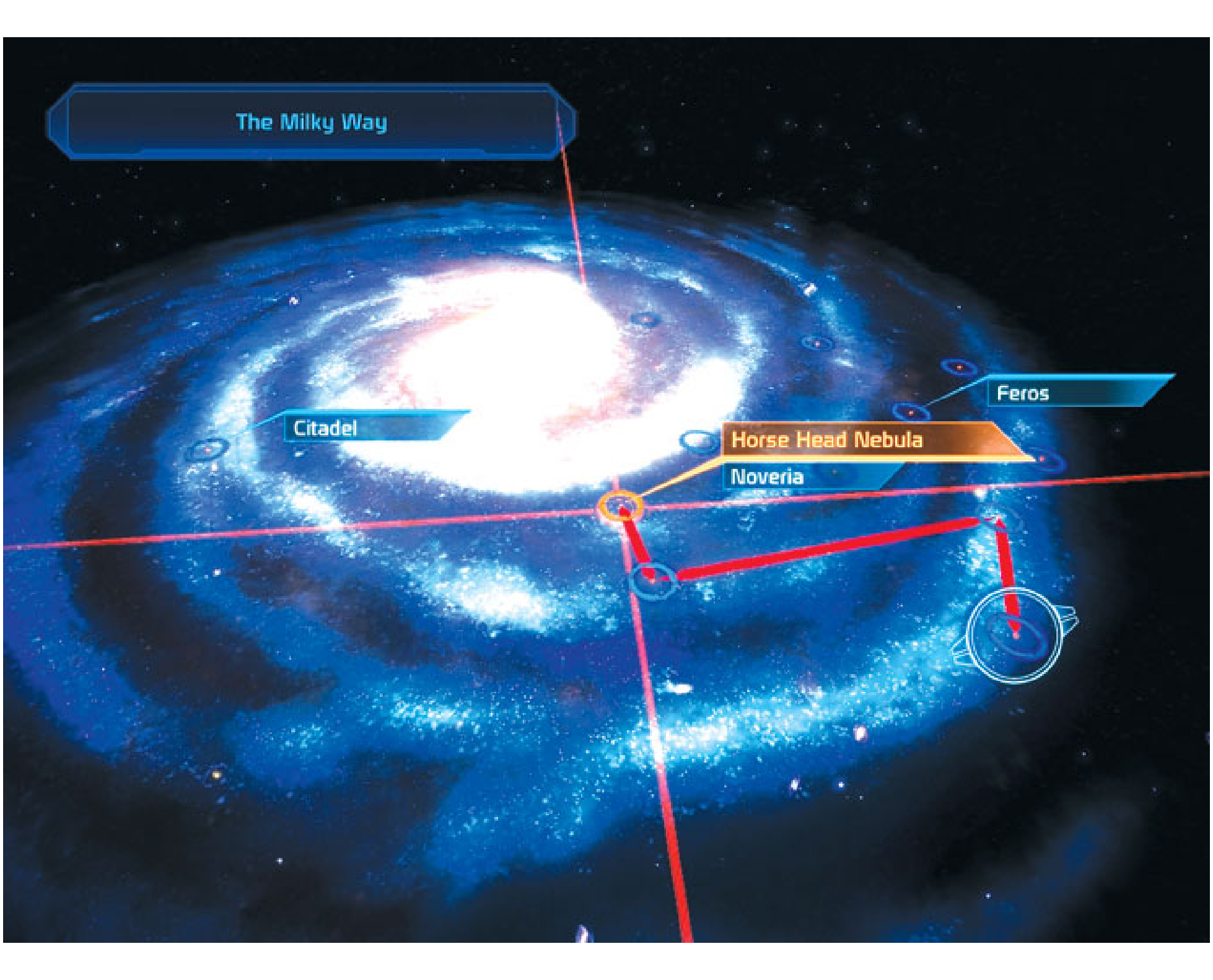
Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Ships and Vehicles	Sovereign	Noveria: Rift Station Lower Level	Dialogue	Matriarch Benezia	None
Technology	Computers: Artificial Intelligence	Noveria: Port Hanshan Plaza	Dialogue	Gianna Parasini	Administration Office Area
Aliens: Extinct Races	Rachni	Noveria: Rift Station Hot Labs	Dialogue	Yaroslav Tartakovsky	None
Aliens: Extinct Races	Rachni	Noveria: Rift Station Lower Level	Dialogue	Han Olar	None
Aliens: Extinct Races	Rachni	Noveria: Rift Station Lower Level	Dialogue	Matriarch Benezia	None
Aliens: Non-Council Races	Volus	Noveria: Rift Station Lower Level	Dialogue	Han Olar	None
Aliens: Non-Council Races	Elcor	Noveria: Rift Station Main Level	Dialogue	Petozi	None



Chapter 3: Noveria

Objective 1: Visit Noveria; Speak to Anoleis

Course Laid In



When you're ready to get a move on, open the galaxy map and highlight the Horse Head Nebula, which is marked by a label that reads "Noveria".

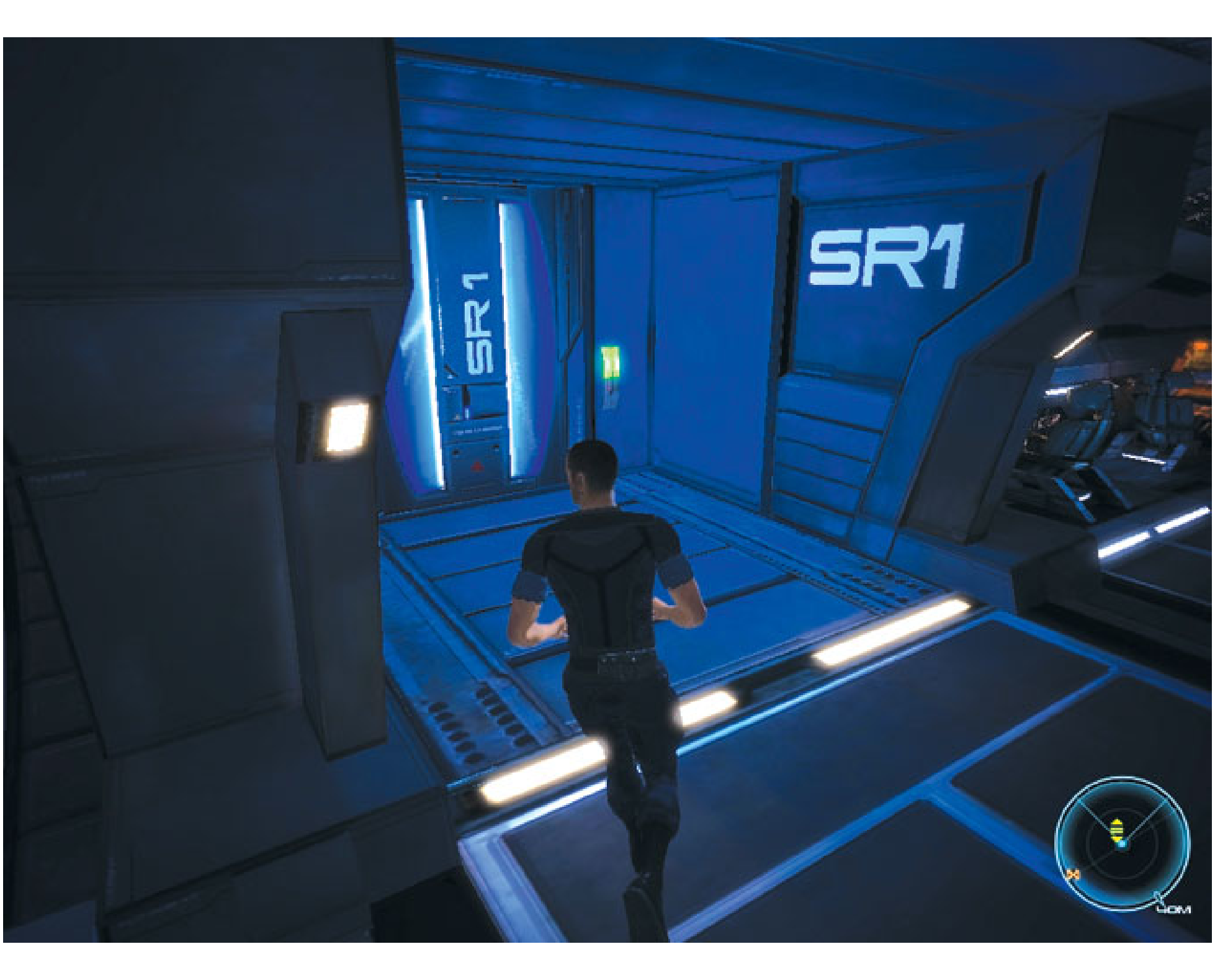
Press the left mouse button to view that cluster, then select the Pax system, also marked by a "Noveria" label.

After making the FTL jump, select planet Noveria for a descriptive overview. Press the Land button at the bottom of the planet description to land there.

As it makes its approach, the *Normandy* is hailed by Noveria control. The operator remarks that the arrival was not scheduled and that their defense grid is armed and tracking the ship.

Joker responds that they're on official Council business and have a Spectre on board.

The operator grants them clearance to land but alerts them that their identities will be confirmed on arrival. It's not exactly the warmest of welcomes.



Upon docking with the ice world, approach the airlock and choose to exit the *Normandy* . You're then asked to select your squadmates for the mission.

The choice is yours, but consider bringing Liara along. Her incredible talent for biotics will come in handy, and she's closely tied to the storyline that transpires here.

Tip

After selecting your squad, pay a visit to your Squad menu and make sure everyone's Talent Points have been spent. Make a quick equipment check while you're at it.

Welcome to Port Hanshan

Just off the *Normandy* , Shepard and crew encounter a security checkpoint headed by Captain Maeko Matsuo of Elanus Risk Control Services.

She asks Shepard to show some credentials and then says no weaponry is permitted on Noveria.

The captain orders her subordinate to secure the crew's weapons, but she doesn't get very far: Shepard and company quickly draw their weapons, insisting that they be allowed to keep possession of their arms.

Your dialogue choices here can earn you morality points, so choose wisely.

Before the situation can degenerate any more, a voice sounds through the port's comm system, ordering captain Matsuo to stand down.

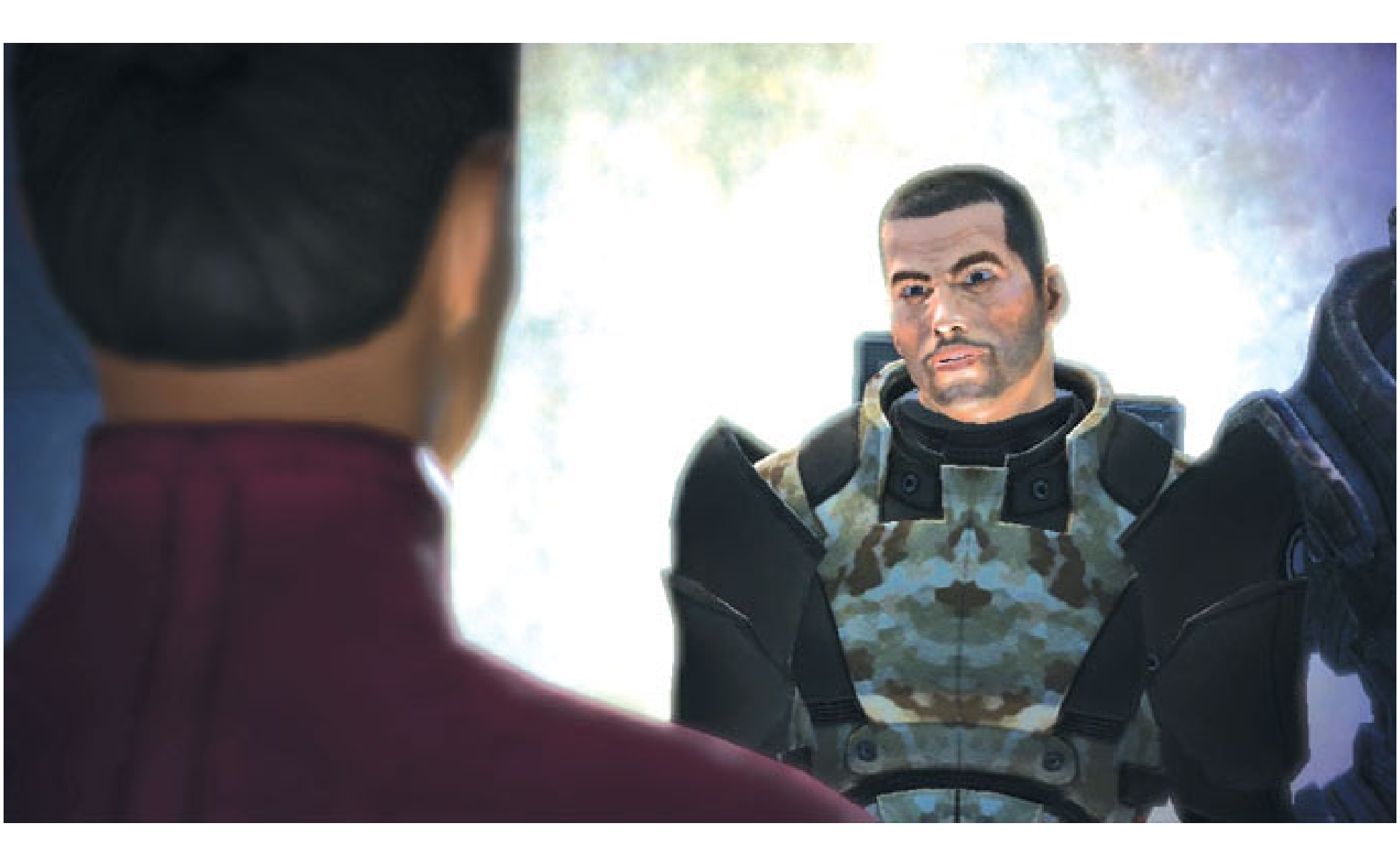
Shepard's identity has been confirmed and, as a Spectre, the commander is allowed to carry weaponry into the port.

Captain Matsuo apologizes and her crew disbands, allowing the Spectre to proceed toward customs.

Passing through Customs

Nearing the customs office, Shepard's squad sets off an alarm: Weapons have been detected on their persons. An attractive woman in red quickly approaches, telling the team not to worry about the alarm.

The woman introduces herself as Gianna Parasini, assistant to Port Hanshan's administrator. She informs the Spectre that one of her many duties is the orientation of new arrivals, and asks if she can be of service.



Question Gianna to learn that an asari Matriarch passed through the port a few days ago—Matriarch Benezia herself. Apparently, Benezia left for a research center called Peak 15 shortly after her arrival.

Gianna says Shepard will need to speak with Administrator Anoleis about receiving clearance to leave the port and travel to Peak 15.

She gives instructions on how to find Anoleis's office, saying Shepard can also find her there to ask her any more questions.

Note

If you brought Liara along, you get a chance to chat with her briefly about her mother at this point.

If you have rescued Liara, but left her on the *Normandy* , one of your other followers will mention that it might be wise to speak with her, or better yet, take her along for this mission.

Note

Return to speak with Maeko Matsuo after your chat with Gianna for a chance to smooth things over with the ERCS captain—or make them worse.

You can gain a few morality points from the brief dialogue, as well as some insight into the type of protection the ERCS provides here at Noveria.

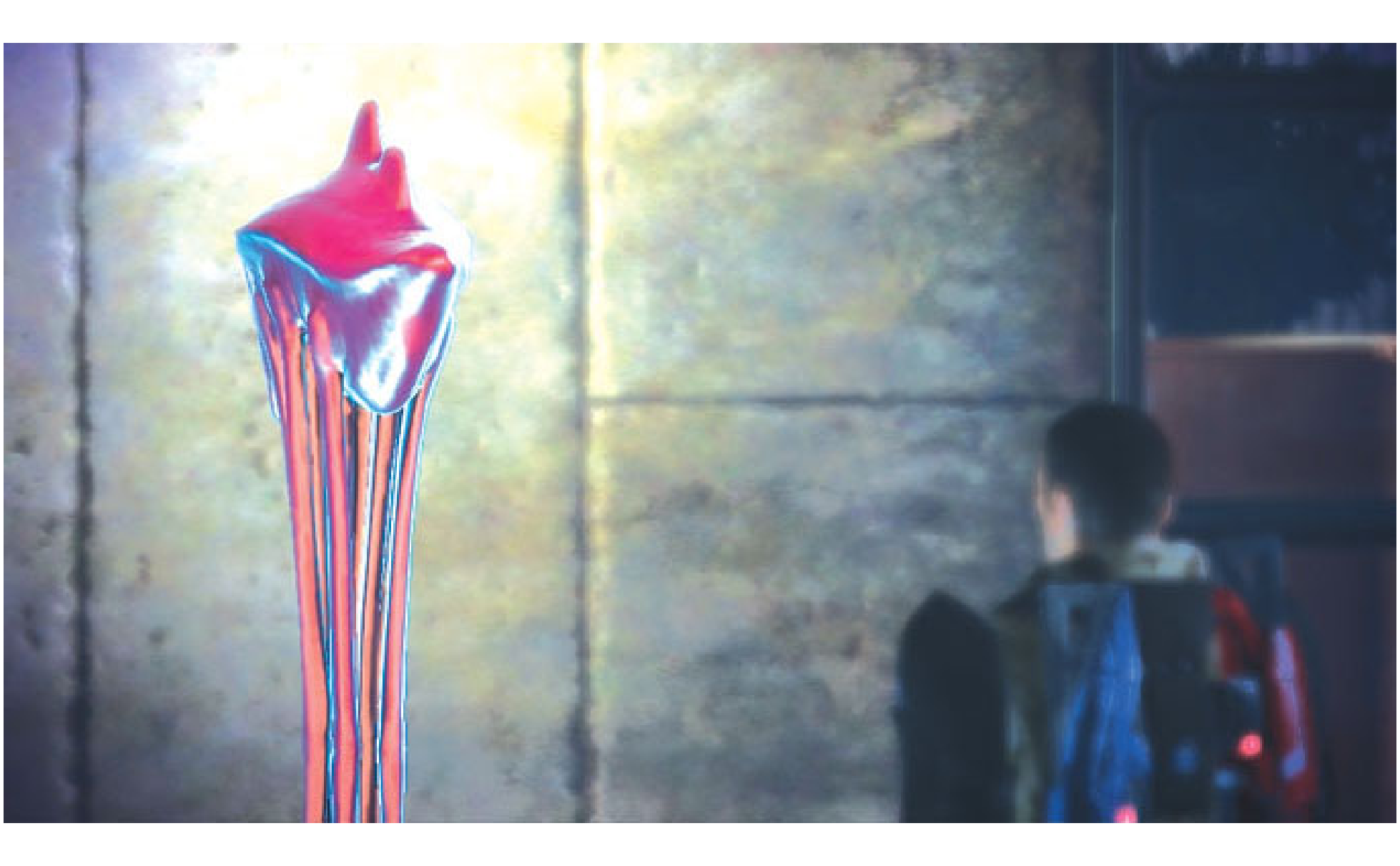
The captain's subordinates are still icy; continue following this walkthrough and you'll soon find out why.

Port Hanshan Plaza

Use the elevator near the customs office to reach Port Hanshan's main plaza level. Administrator Anoleis's office is just south of the elevator and down a flight of steps.

Head directly there if you wish, or spend a moment exploring the plaza. There isn't a whole lot to do here at the moment, but there is a store nearby if you're interested in picking up some new gear.

Merchant Opold



Speak with the hanar named Opold, who runs a store just east of the elevator, to browse the being's selection of wares. Opold also has an assignment to offer you if you're interested in picking up some side work.

Opold's assignment is easy to complete and can be finished in a variety of ways.

One method actually helps you appease Administrator Anoleis so that you may leave Port Hanshan, a primary objective that can also be accomplished by various means.

We'll cover all of that shortly. For now, simply choose to accept Opold's assignment or don't, then take a look at his goods.

A Chat with Lilihierax

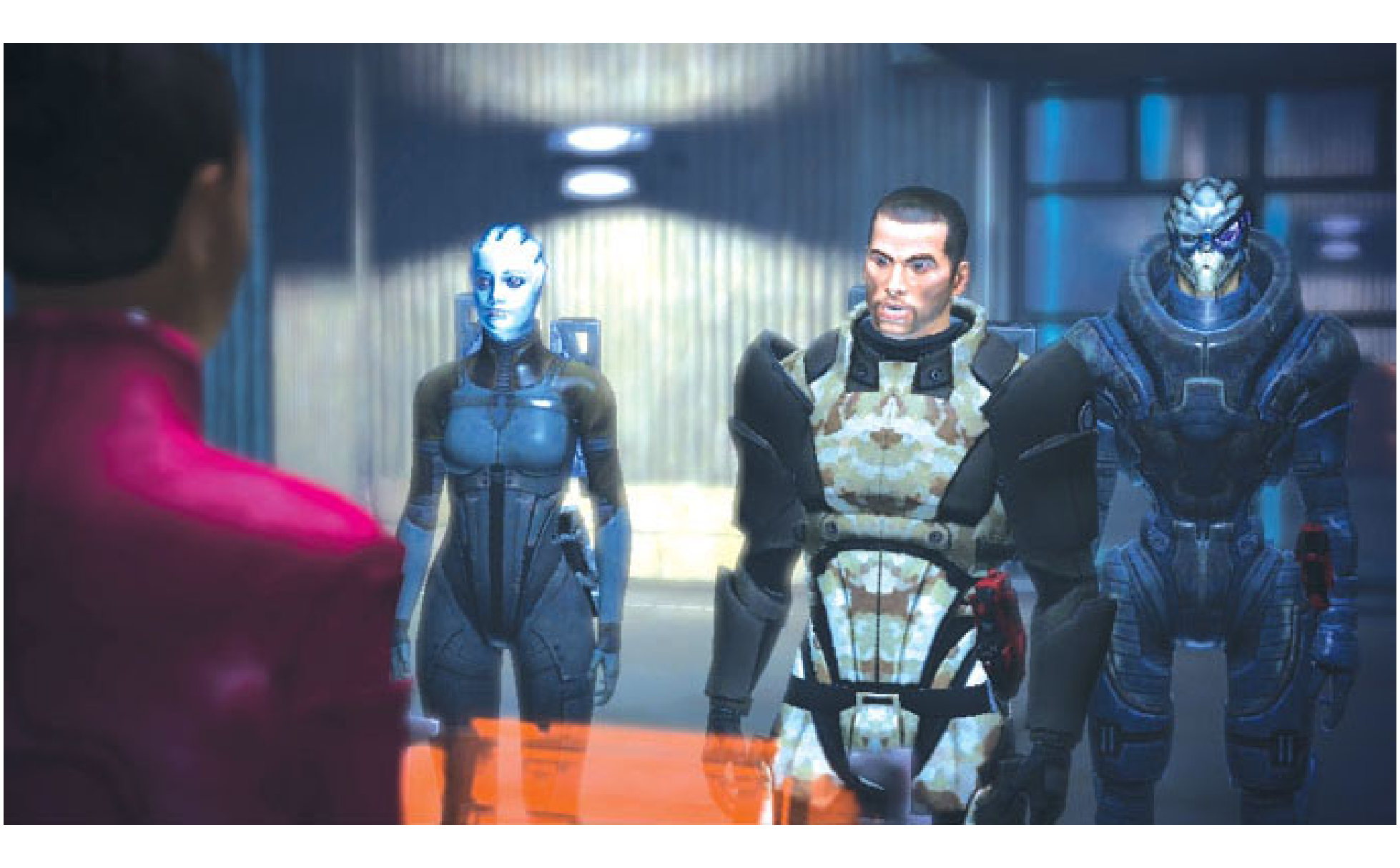
Speak with the turian mechanic standing near the garage at the west end of the plaza to gain much insight into the recent happenings at Port Hanshan.

Lilihierax, or Li, as he asks you to call him, knows a bit about Benezia's arrival and has heard rumors that Peak 15 has recently lost communications with Port Hanshan.

He's also heard some scuttlebutt about recent problems at Synthetic Insights, a lab housed right here within the port.

The turian can't offer much in the way of facts or help you gain entry to the garage, however. Looks like you'll need to speak with Administrator Anoleis.

Port Hanshan Administration



All roads seem to be leading to the port's administration office, so go there when you've finished exploring the plaza.

Gianna Parasini is at her desk and is happy to provide you with basic information on the various goings-on at Noveria.

She confirms that contact with Peak 15 is currently down due to extreme weather conditions, but can't comment any further on the matter.

Ask to speak with the administrator and Gianna contacts Anoleis on the comm. The administrator agrees to see you; step into Anoleis's office when you're done questioning Gianna.

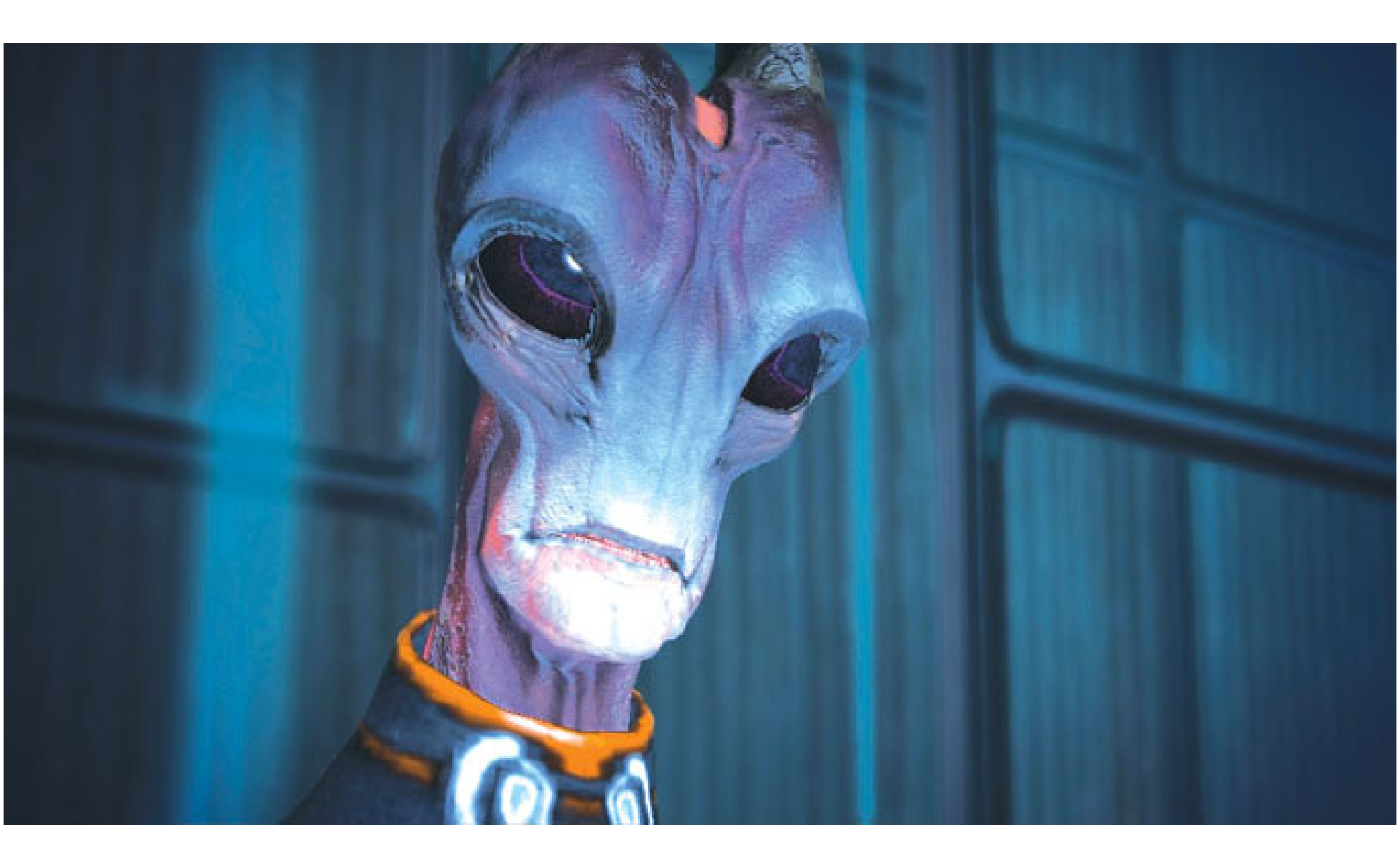
A skinny salarian, Administrator Anoleis is terse and somewhat rude; he's a busy guy with no time to entertain uninvited guests. Question the Administrator as you see fit to learn a variety of interesting facts.

Apparently, a corporation called Binary Helix makes use of the facilities at Peak 15, and Saren is a major shareholder in that company. Now things are starting to click.

Note

If you've accepted Opold's smuggling assignment but haven't yet completed it, you now have the option of squealing on the hanar to acquire a garage pass from Anoleis.

This is the fastest way out of Port Hanshan, but it's far from the most heroic; there's a lot more going on here than meets the eye. Still, the option's there if you're in a hurry.

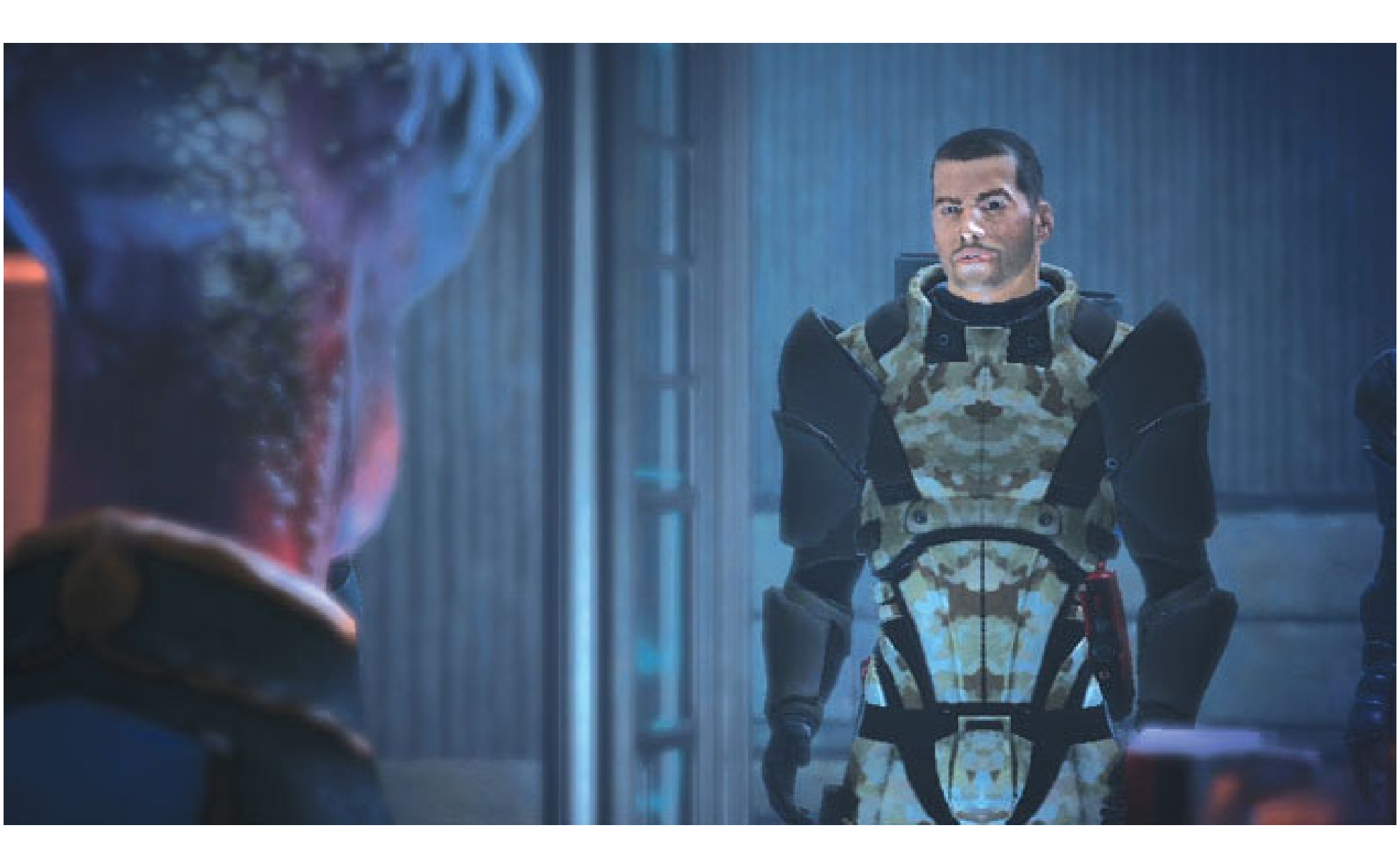


Anoleis confirms that Matriarch Benezia arrived at Port Hanshan several days ago. She brought a number of large, heavy cargo crates with her and was escorted by several personal guards.

After passing the port's weapon screening, the Matriarch left for Peak 15 without delay.

Ask to see Benezia, and Anoleis informs you that the terrible storm surrounding Peak 15 has forced all transport shuttles to remain stationed at the port for the time being.

No one has been able to reach the Peak 15 facility for quite some time, and Anoleis isn't prepared to allow Shepard access to other forms of transport.



Try as you might, you're unable to convince the Administrator to let you leave the port.

Probe the haughty salarian about the rumors you've heard regarding trouble at the Synthetic Insights lab to learn that Anoleis has placed the office's manager, Lorik Qui'in, under internal review.

The Administrator is otherwise tightlipped and won't say anything more on the matter.

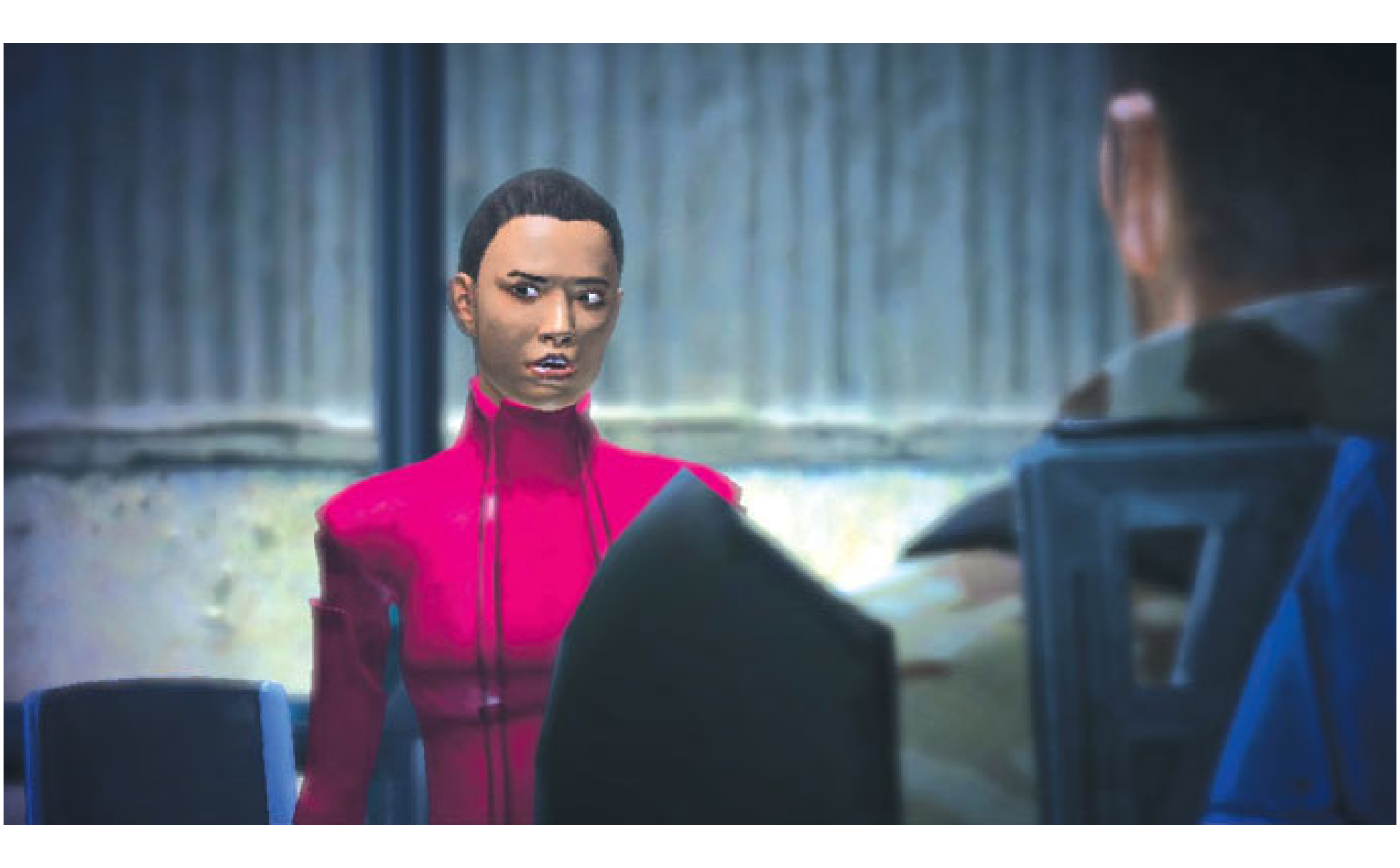
The Plot Thickens

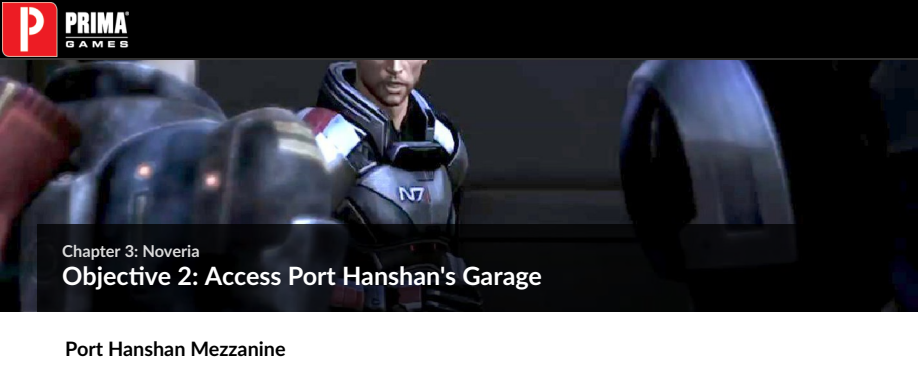
Exhaust your line of questioning and then leave Anoleis's office. It appears that you'll have to find some other means of accessing Port Hanshan's garage so you may access a vehicle and venture to Peak 15.

Fortunately, you don't have to go far to get your first lead: Gianna calls to you in a low tone as you pass her reception desk, hinting that Anoleis isn't the only one with a pass to leave the port.

Speak to Gianna to learn that a turian named Lorik Qui'in, who you've just learned manages the Synthetic Insights' office, also has access to the port's garage.

Gianna says that ever since he was placed under review by Anoleis, Qui'in can usually be found relaxing at the port's mezzanine level. Sounds like he's someone worth speaking to.

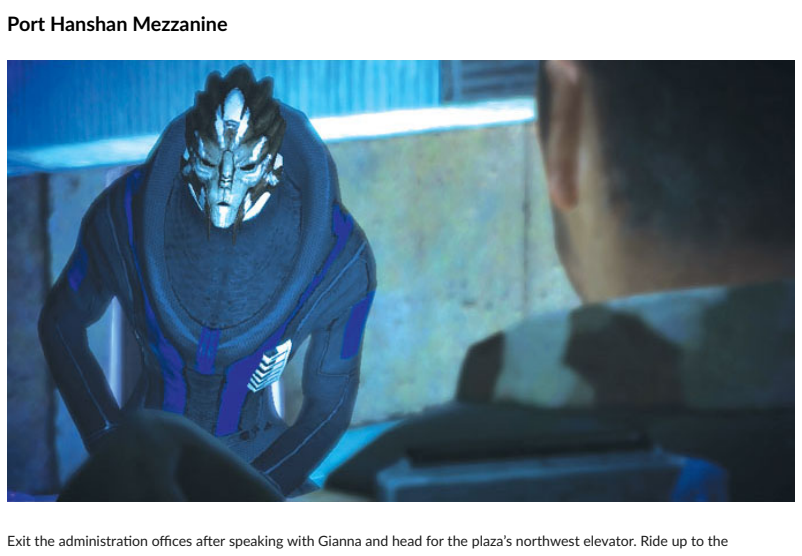




Chapter 3: Noveria

Objective 2: Access Port Hanshan's Garage

Port Hanshan Mezzanine



Exit the administration offices after speaking with Gianna and head for the plaza's northwest elevator. Ride up to the mezzanine and locate a friendly turian named Lorik Qui'in sitting alone.

Confess your need to leave Port Hanshan; Lorik hints that you might be able to help each other out.

Note

Upon exiting the mezzanine elevator, you're called by a nearby asari named Mallene Calis.

Speak with Mallene for a chance at acquiring a new assignment you may opt to fulfill right here during your visit to the mezzanine with minimal effort.

Should you choose to accept, know that your success in this assignment hinges greatly on your ability to persuade other characters through Shepard's Charm or Intimidate skills.

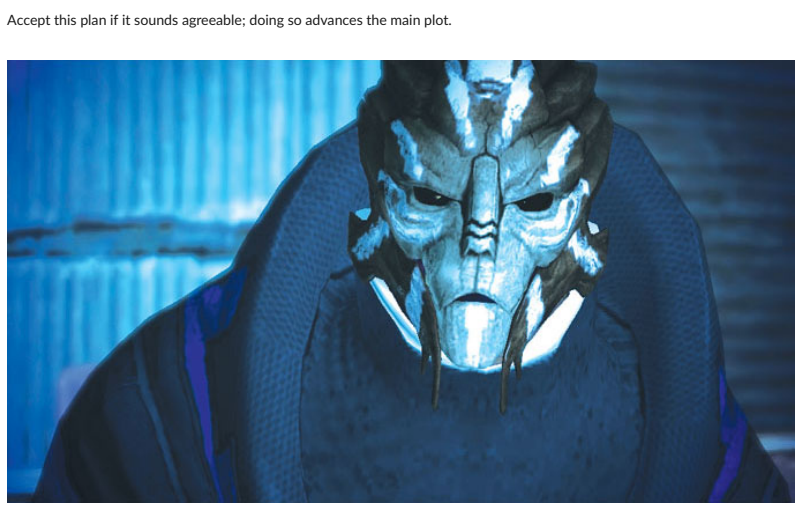
For complete details, please refer to the Spectre Assignments portion of this guide.

Lorik Qui'in informs you that Administrator Anoleis has closed the turian's office at Synthetic Insights for an astonishing reason.

Apparently, Lorik found evidence that the Administrator was involved in some sort of rent-based scandal that was lining his pockets with credits.

Lorik proposes a deal: if you agree to recover this evidence from his office at Synthetic Insights before Anoleis's goons can, the turian will give you his garage pass so you may leave the port.

Accept this plan if it sounds agreeable; doing so advances the main plot.



Tip

If you decide to accept Lorik's plan, consider visiting the mezzanine's second-floor southwest corner office for a chance at disabling Synthetic Insights' SECURITY CONTROL UNIT.

This requires skill at decryption and will aid your infiltration into the lab. You may also elect to decrypt a nearby TERMINAL in the same office to acquire an optional off-world assignment.

Leaving Port Hanshan

Although there's only one way out of Port Hanshan, there are many ways of gaining access to the vehicle that's parked in the port's garage.

Helping Lorik Qui'in gain revenge on Administrator Anoleis is just one way out of the port. You may also choose any of the following:

Fast Path: Accept Opold's assignment, return to the *Normandy* , and then smuggle the hanar store clerk's illegal package into Port Hanshan.

Don't give the package to Opold, however; speak with Anoleis instead to turn the unsuspecting hanar over to the port authorities.

Anoleis becomes pleased and rewards you with a garage pass. This is the fastest way out of Port Hanshan, but it earns you no morality points.

Ultimate Renegade Path: Accept Lorik's plan of infiltrating Synthetic Insights and succeed in retrieving the turian's evidence against Anoleis.

Afterward, agree to help an as-yet undisclosed third party in bringing Anoleis down. Then intimidate Lorik Qui'in into testifying against Anoleis for a huge sum of Renegade points.

Finally, visit Anoleis's offices and tell him that the third party is spying on him, but do not give him the evidence.

Anoleis will call the third party into his office and the two will have a violent dispute, earning you yet more Renegade points.

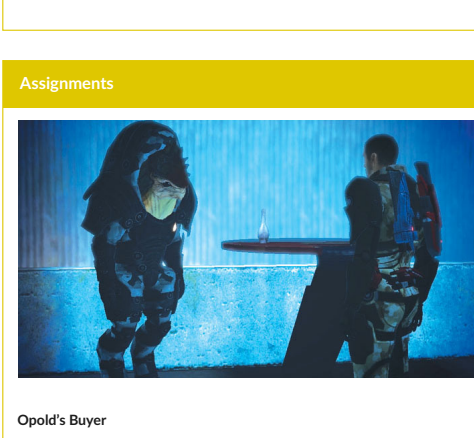
Afterward, search the Administrator's corpse for the garage pass you seek. This devious approach swings your alignment greatly toward Renegade. In fact, it's the Renegade's highest-scoring path out of the port!

Ultimate Paragon: Retrieve the evidence from Synthetic Insights as planned and then choose to help an as-yet-undisclosed third party bring Anoleis down.

Charm Lorik Qui'in into testifying against Anoleis for Paragon points, then tell the third party of your success for even more Paragon points.

This is the Paragon's ultimate path out of Port Hanshan, and each step is covered in detail in the sections that follow.

Assignments



Opold's Buyer

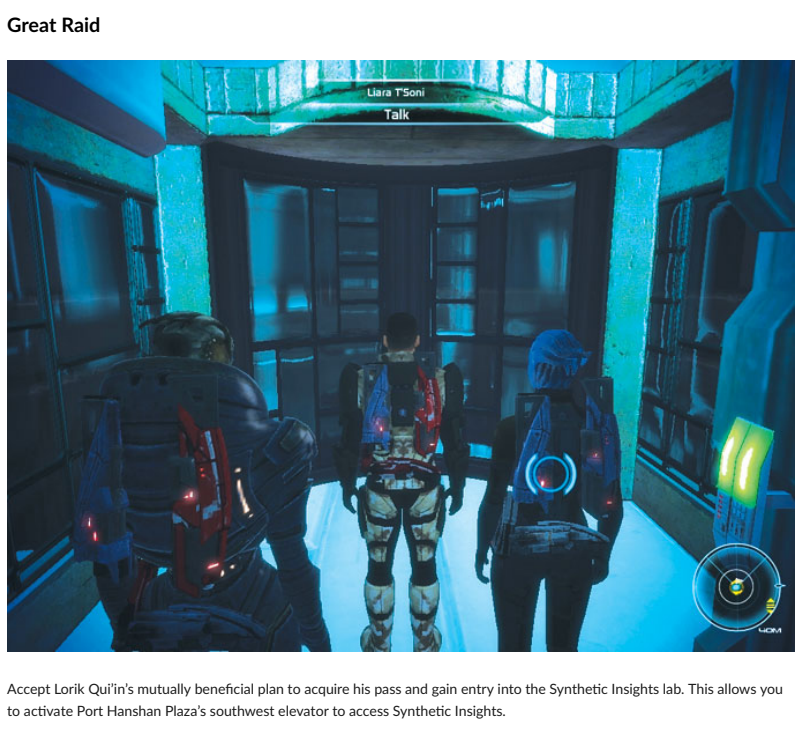
If you've decided to accept Opold's assignment and have smuggled the hanar shopkeeper's illicit cargo into Port Hanshan, you have a chance of cutting out the middleman and selling the cargo directly to Opold's buyer for additional credits.

If you were able to persuade Opold into giving you information on his buyer, speak with a krogan named Inamorda, who stands on the mezzanine's second floor, to learn that he's Opold's buyer.

Inamorda's business isn't exclusive to the hanar shopkeeper however, and he'll gladly buy his smuggled wares from you instead.

Completing Opold's assignment in this manner gains you Renegade points and a few more credits than you'd receive from the hanar merchant.

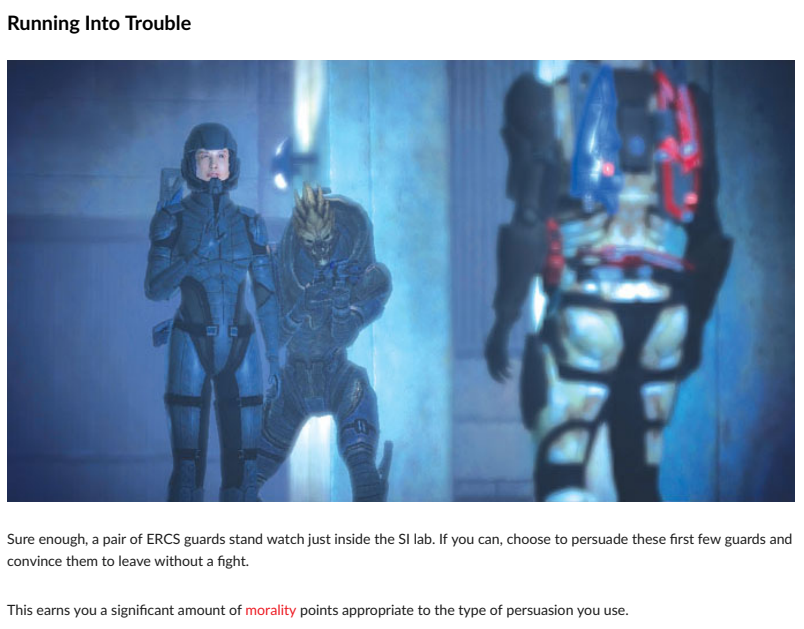
Great Raid



Accept Lorik Qui'in's mutually beneficial plan to acquire his pass and gain entry into the Synthetic Insights lab. This allows you to activate Port Hanshan Plaza's southwest elevator to access Synthetic Insights.

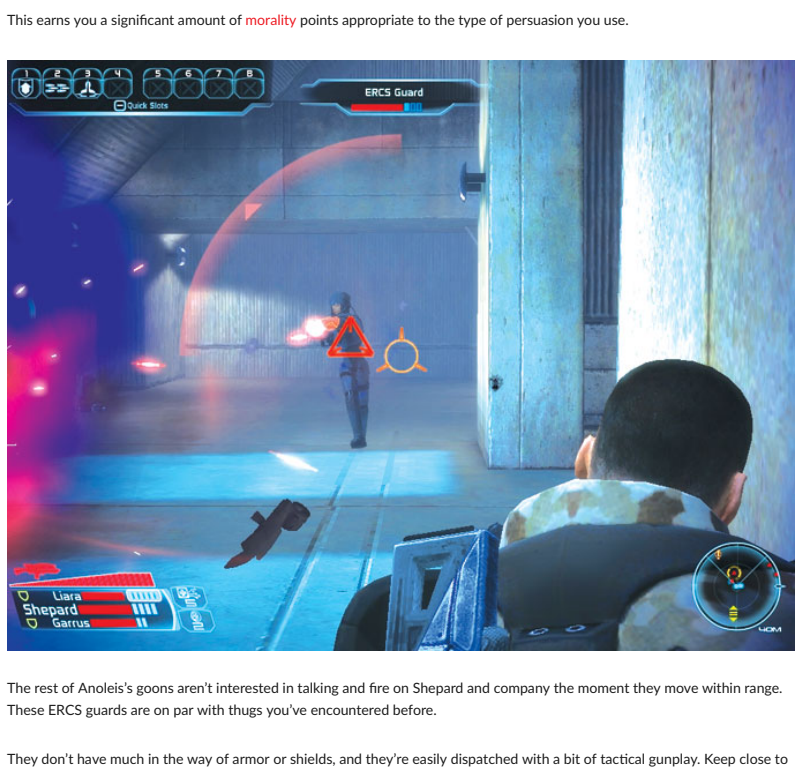
Check that your squad is ready for battle. Anoleis's hired thugs are currently ransacking the office, and it's likely that you'll run into some trouble.

Running Into Trouble



Sure enough, a pair of ERCS guards stand watch just inside the SI lab. If you can, choose to persuade these first few guards and convince them to leave without a fight.

This earns you a significant amount of morality points appropriate to the type of persuasion you use.



The rest of Anoleis's goons aren't interested in talking and fire on Shepard and company the moment they move within range. These ERCS guards are on par with thugs you've encountered before.

They don't have much in the way of armor or shields, and they're easily dispatched with a bit of tactical gunplay. Keep close to cover, monitor your radar carefully, and eliminate all hostile targets.

ERCS Guard

Soldier

Rating: Minion

Resistances : None

Weaknesses: Tech Biotics

Powers:

- Overkill
- Immunity
- Shield Boost

Sniper

Rating : Minion to Elite

Resistances : None

Weaknesses: Biotics

Powers:

- Sniper Beam
- Adrenaline Burst
- Shield Boost

The Minion version of the ERCS sniper does not get Shield Boost

Engineer

Rating : Elite

Resistances: Tech

Weaknesses: Combat

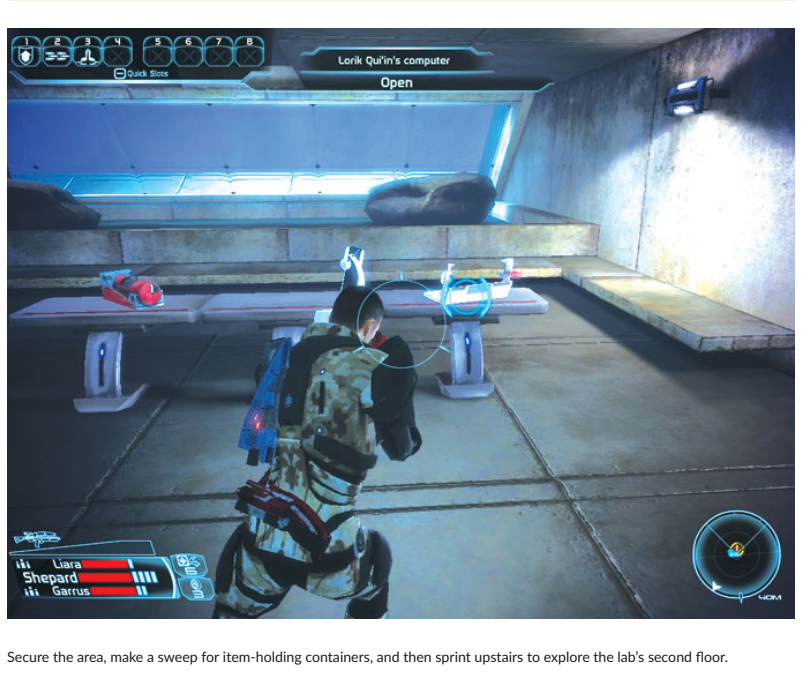
Powers:

- Damping
- Overload
- Sabotage
- First Aid

Tip

If you haven't already, visit the Options menu and tune your squad mates' behavior so that they're able to use their abilities for both offense and defense.

This is incredibly useful because it allows you to focus on the fight without having to issue orders to your squad.



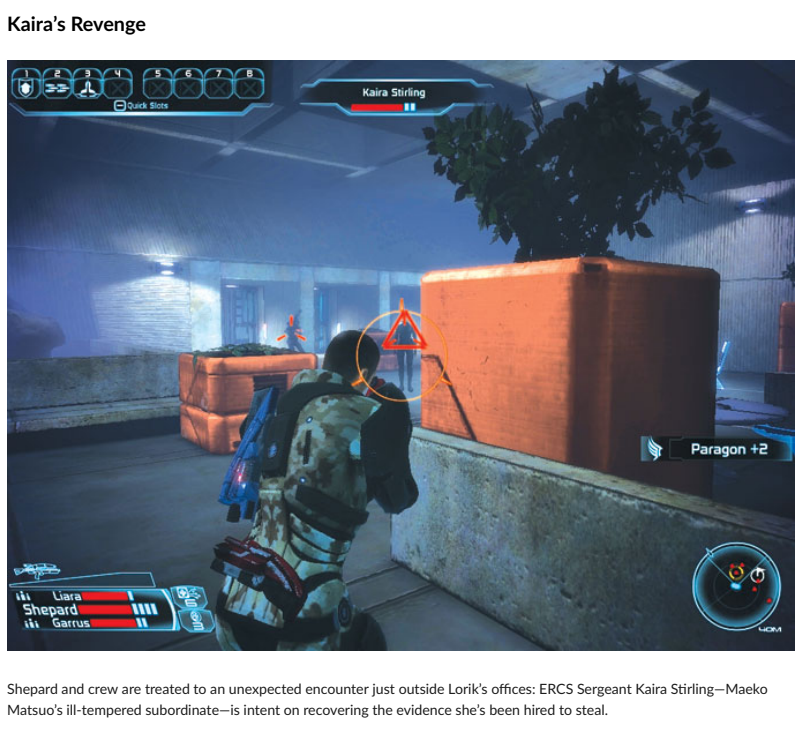
Secure the area, make a sweep for item-holding containers, and then sprint upstairs to explore the lab's second floor.

Lorik's office is to the southwest; dash there without delay and decrypt **Lorik Qui'in's computer** to recover the evidence you seek. Save your progress now; a tough fight lies ahead.

Tip

Decrypt the lock on the small northern office to access a technician kit and a medical kit. Refer to the map to locate other item-holding containers in the area.

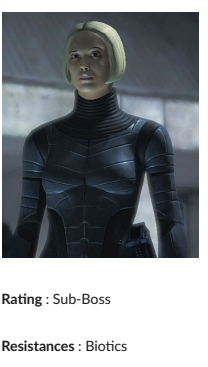
Kaira's Revenge



Shepard and crew are treated to an unexpected encounter just outside Lorik's offices: ERCS Sergeant Kaira Stirling—Maeko Matsuo's ill-tempered subordinate—is intent on recovering the evidence she's been hired to steal.

There's no talking your way out of this fight, so be prepared for an intense battle. Find cover as soon as you can and do your best not to become a target for Kaira or her goons throughout this melee.

Kaira Stirling



Rating : Sub-Boss

Resistances : Biotics

Weaknesses : None

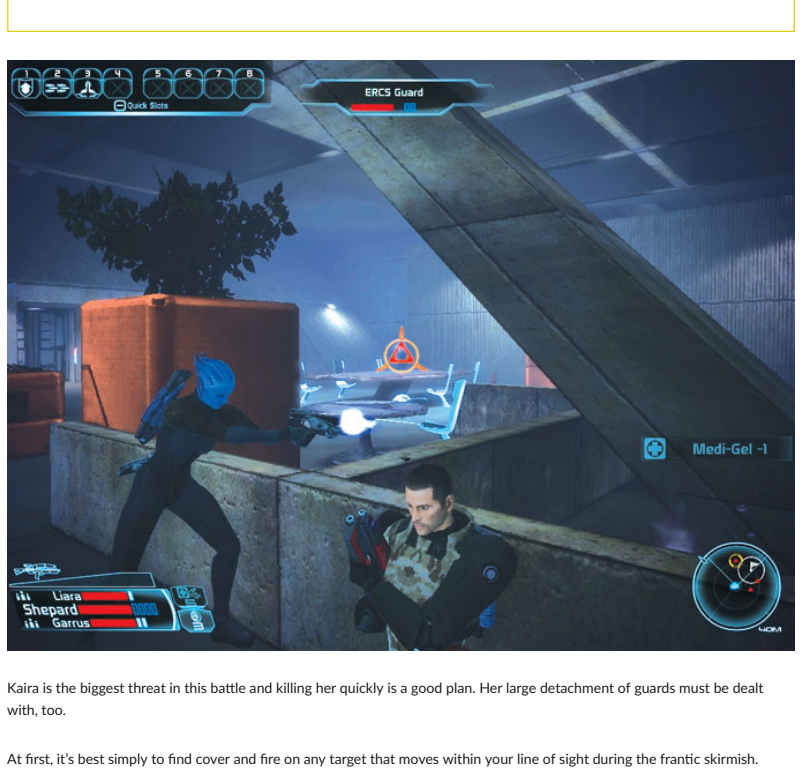
Powers:

- Warp
- Lift
- Barrier
- Carnage

Kaira is a formidable trained combatant with a few potent biotic abilities.

She has accepted a bribe from Administrator Anoleis to raid the Synthetic Insights' offices to recover evidence that the administrator wants to suppress.

Kaira exhibits a strong will and seems happy for the chance to kill Shepard.



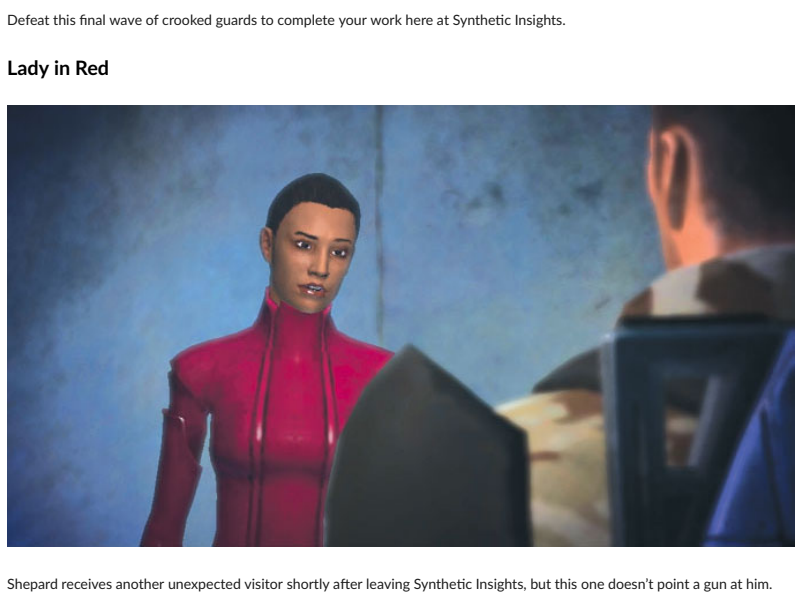
Kaira is the biggest threat in this battle and killing her quickly is a good plan. Her large detachment of guards must be dealt with, too.

At first, it's best simply to find cover and fire on any target that moves within your line of sight during the frantic skirmish.

Kaira's biotic abilities can become quite a nuisance, so target her and press [A] to focus your squad mates' efforts on keeping her at bay.

Defeat this final wave of crooked guards to complete your work here at Synthetic Insights.

Lady in Red



Shepard receives another unexpected visitor shortly after leaving Synthetic Insights, but this one doesn't point a gun at him. Gianna Parasini stands just outside the elevator, eager to speak with you.

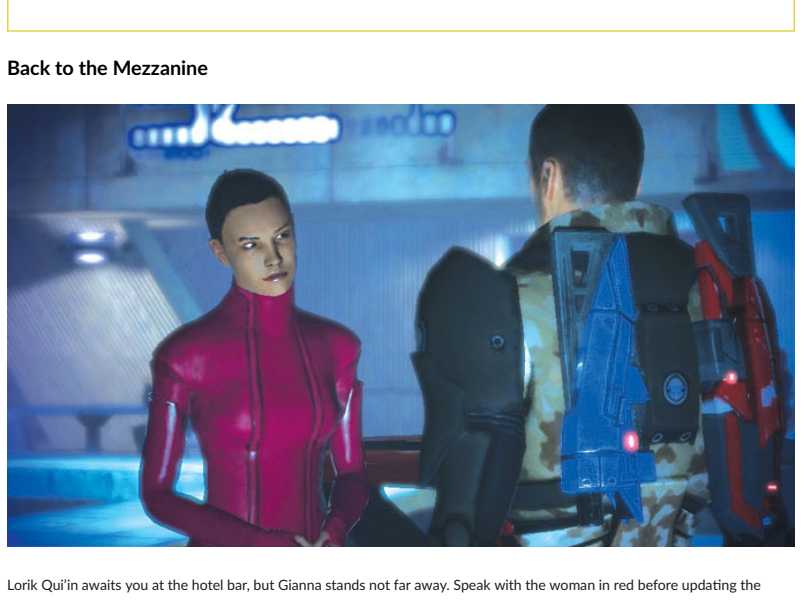
She knows what you've done and asks you to speak with her at the mezzanine before you talk to Lorik Qui'in. Gianna then departs, leaving you to consider your options.

Note

With the evidence against Anoleis in your possession, you're now able to advance the main plot in a variety of ways. In short, you can hand the evidence to Lorik or Anoleis.

See the previous Leaving Port Hanshan sidebar for more detailed descriptions on each of these options. The rest of this walkthrough follows a Paragon-aligned path out of the port.

Back to the Mezzanine

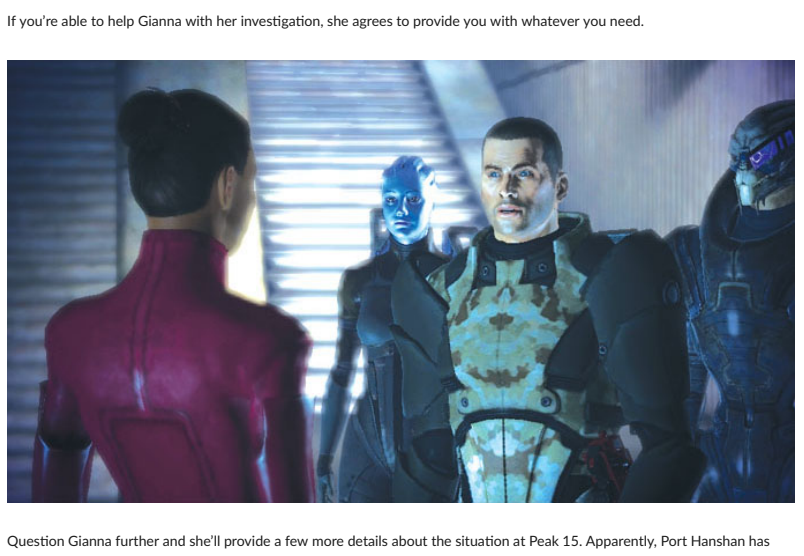


Lorik Qui'in awaits you at the hotel bar, but Gianna stands not far away. Speak with the woman in red before updating the turian to learn that she's actually working for Noveria's Internal Affairs department.

Apparently, the IA department has known about Anoleis's corruption for quite some time; Parasini has been working undercover for six months trying to crack the case.

She asks you to convince Lorik to testify his knowledge of Anoleis's corruption before Noveria's board of directors.

If you're able to help Gianna with her investigation, she agrees to provide you with whatever you need.

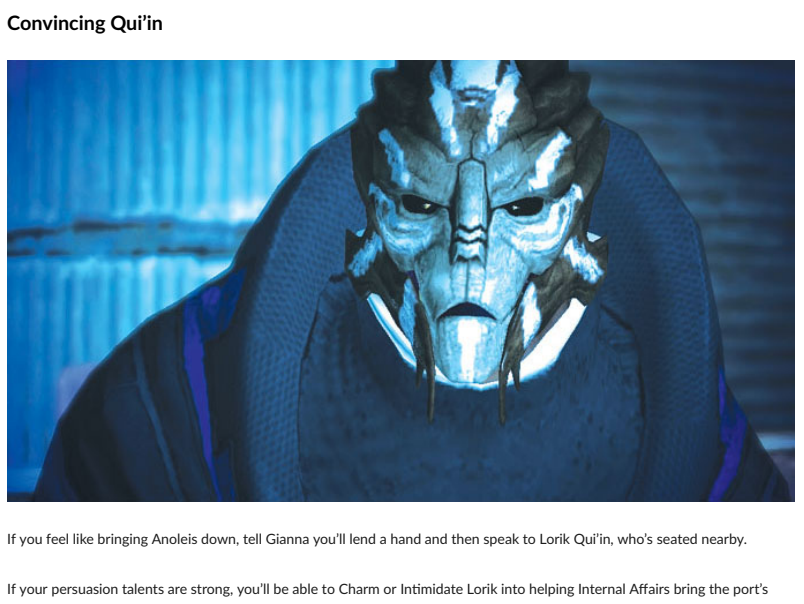


Question Gianna further and she'll provide a few more details about the situation at Peak 15. Apparently, Port Hanshan has received a Code Omega signal from the Peak 15 facility, indicating a severe security breach.

That's why the complex has been locked down: no one goes in or comes out until the port receives an all clear.

If such a message isn't received, the board will take a vote as to whether they should destroy the facility. Here's hoping that doesn't happen while you're up there!

Convincing Qui'in



If you feel like bringing Anoleis down, tell Gianna you'll lend a hand and then speak to Lorik Qui'in, who's seated nearby.

If your persuasion talents are strong, you'll be able to Charm or Intimidate Lorik into helping Internal Affairs bring the port's corrupt administrator to justice, and earn a massive amount of morality points in the process.

If you're unable to persuade Qui'in, simply hand over the evidence to complete your dealings with him.

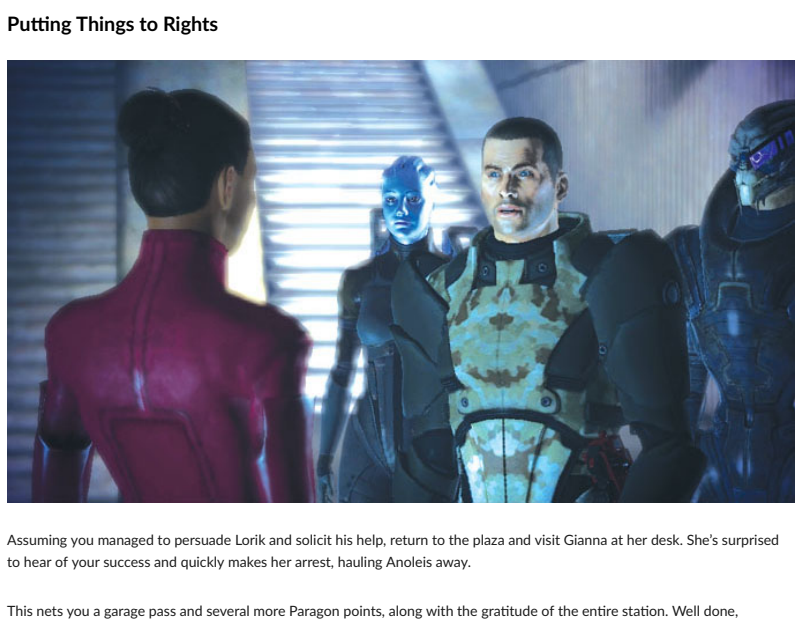
This earns you a garage pass and a significant amount of Paragon points, but far fewer points than you'd get for Charming the old turian into cooperating with the investigators.

Tip

If you're playing the role of the Renegade, Intimidate Lorik Qui'in into testifying against Anoleis if you can for loads of Renegade points.

Then double-cross everyone by turning the evidence over to the crooked administrator!

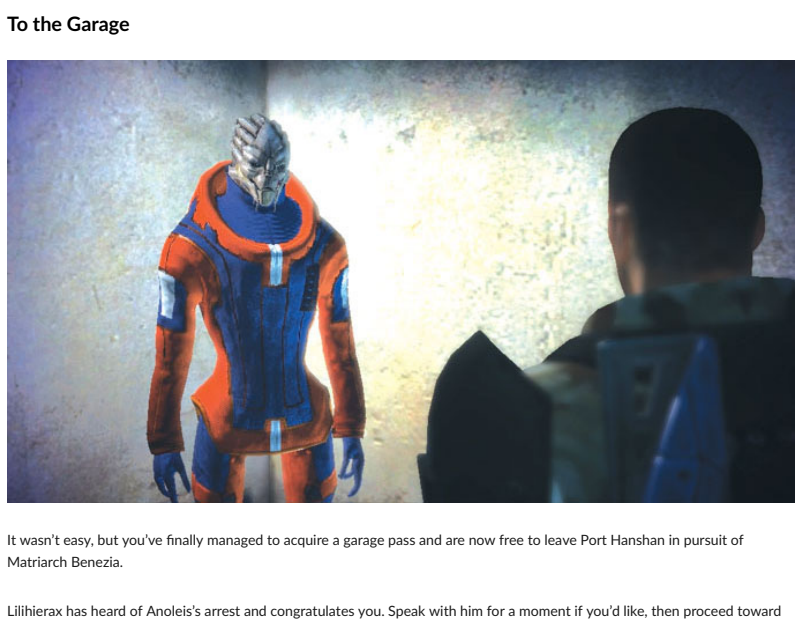
Putting Things to Rights



Assuming you managed to persuade Lorik and solicit his help, return to the plaza and visit Gianna at her desk. She's surprised to hear of your success and quickly makes her arrest, hauling Anoleis away.

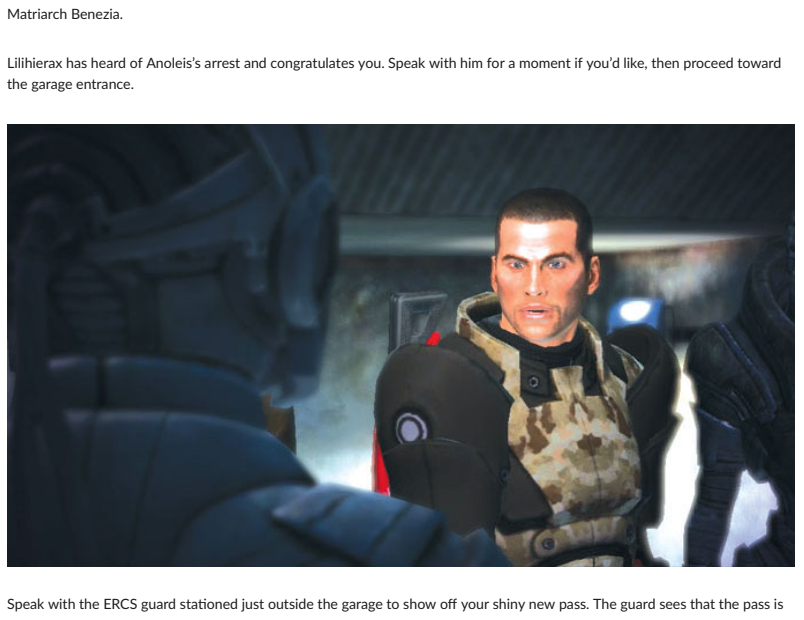
This nets you a garage pass and several more Paragon points, along with the gratitude of the entire station. Well done, Commander.

To the Garage



It wasn't easy, but you've finally managed to acquire a garage pass and are now free to leave Port Hanshan in pursuit of Matriarch Benezia.

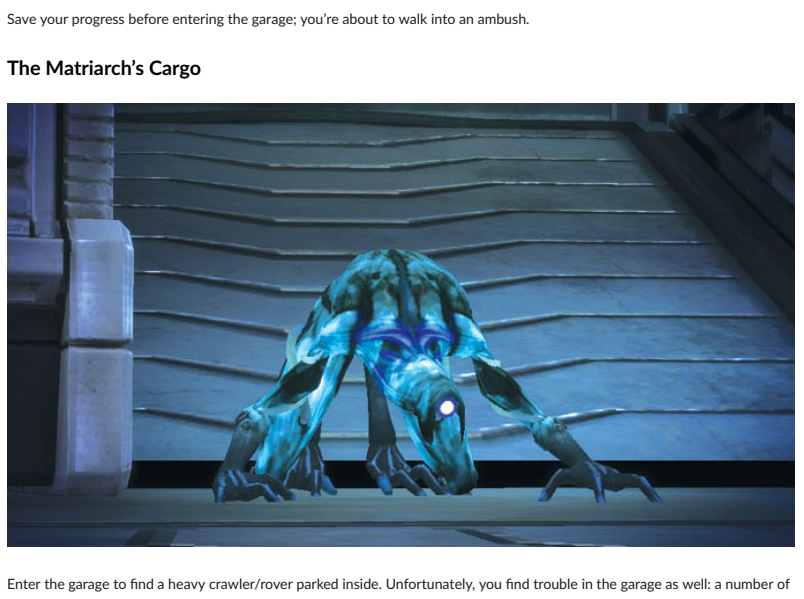
Lilihierax has heard of Anoleis's arrest and congratulates you. Speak with him for a moment if you'd like, then proceed toward the garage entrance.



Speak with the ERCS guard stationed just outside the garage to show off your shiny new pass. The guard sees that the pass is genuine and asks you to be careful out in the blizzard.

Save your progress before entering the garage; you're about to walk into an ambush.

The Matriarch's Cargo

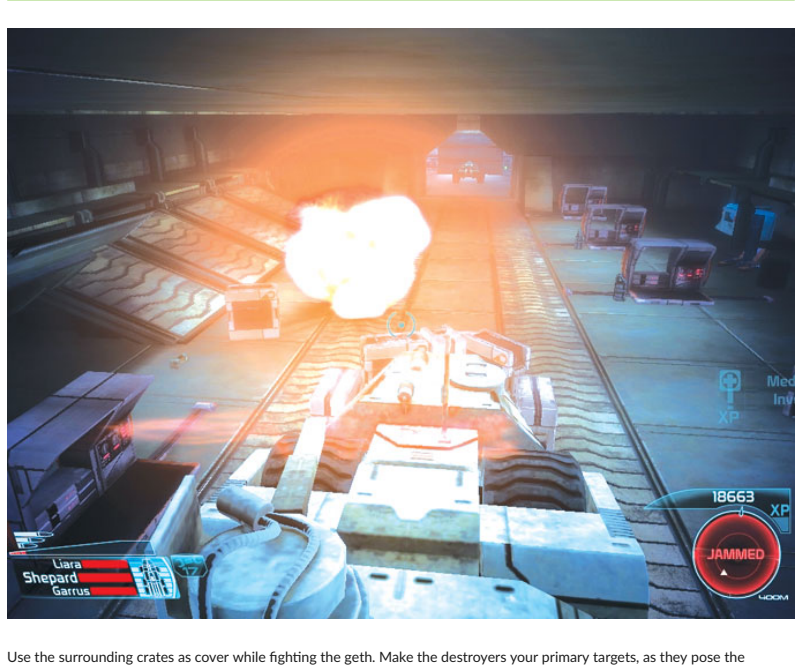


Enter the garage to find a heavy crawler/rover parked inside. Unfortunately, you find trouble in the garage as well: a number of geth stalkers and destroyers initiate a deadly attack without warning.

Matriarch Benezia must have snuck these synthetic hostiles into the port inside her cargo crates!

Tip

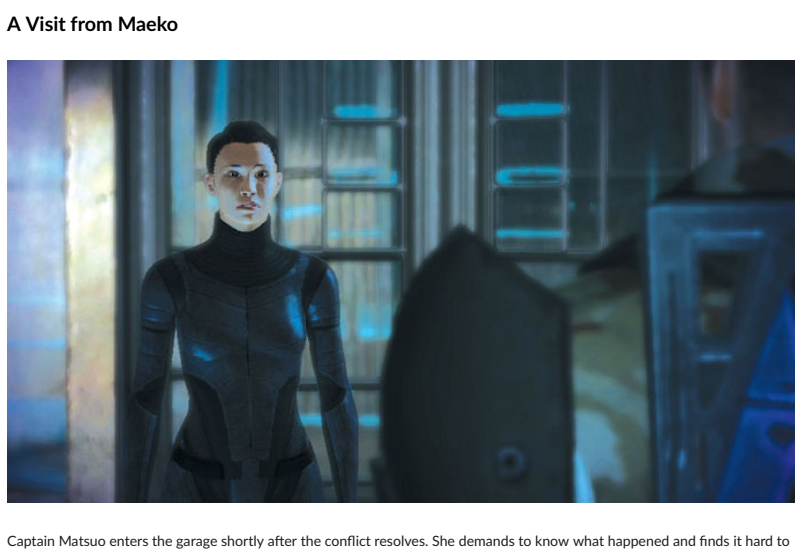
Simplify this fight a great deal by approaching the vehicle and decrypting its lock. You may then climb into the vehicle and turn its devastating weaponry against the geth.



Use the surrounding crates as cover while fighting the geth. Make the destroyers your primary targets, as they pose the greatest threat to your squad's health.

Work with your team to secure the garage before the geth turn you into mush.

A Visit from Maeko



Captain Matsuo enters the garage shortly after the conflict resolves. She demands to know what happened and finds it hard to believe Shepard's story of a geth attack.

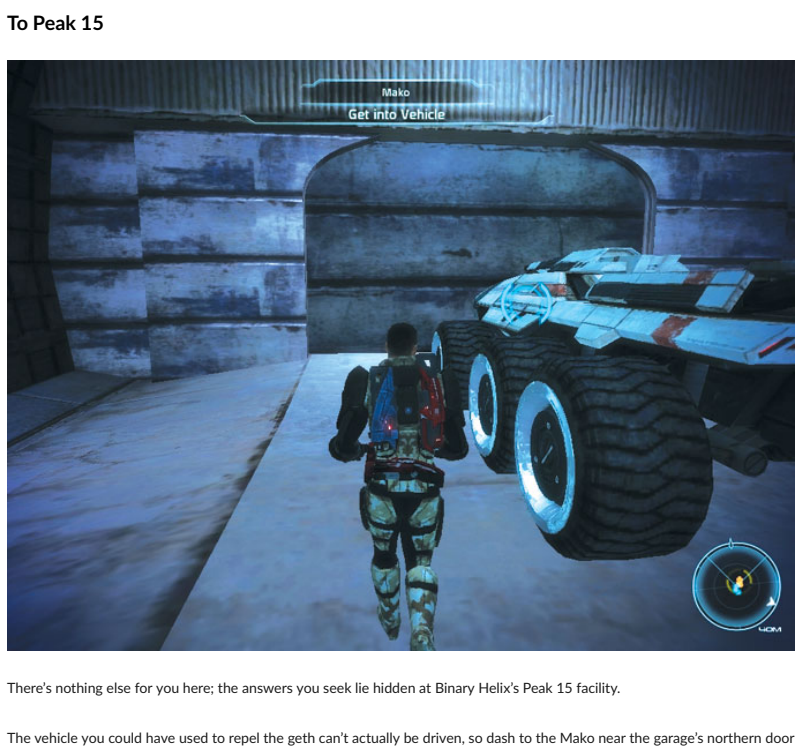
There seems to be no other possible explanation, however, and Maeko finally accepts the Spectre's story.

She then warns Shepard that the Matriarch brought scores of cargo crates with her to Peak 15. Shepard acknowledges the warning and Matsuo departs to file her report.

Tip

Search the garage to find an UPGRADE KIT not far from the nearby Mako.

To Peak 15

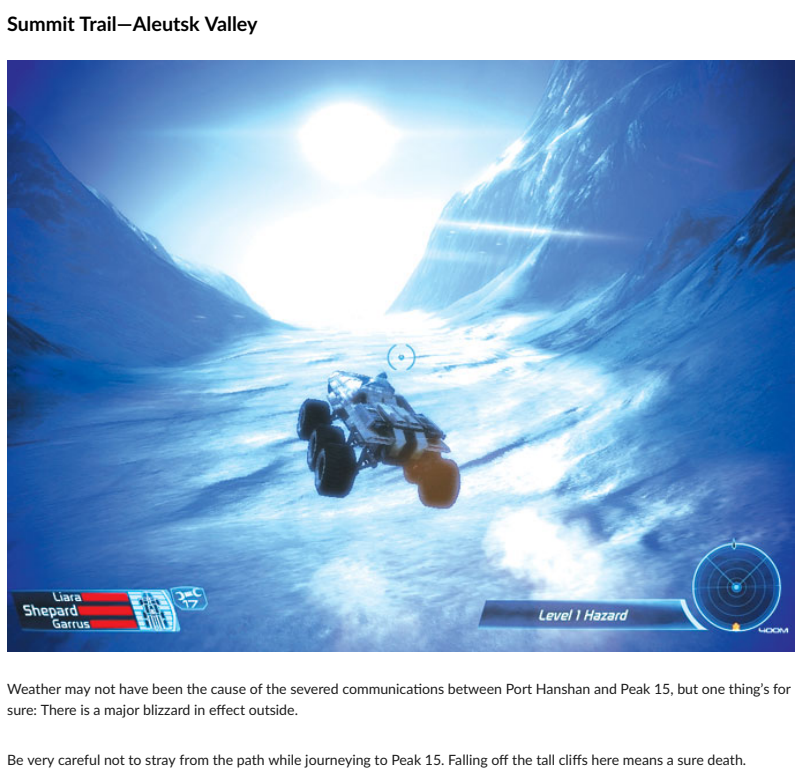


There's nothing else for you here; the answers you seek lie hidden at Binary Helix's Peak 15 facility.

The vehicle you could have used to repel the geth can't actually be driven, so dash to the Mako near the garage's northern door instead.

No lock need be picked to enter this vehicle; simply climb aboard and start off into the blinding snow.

Summit Trail—Aleutsk Valley



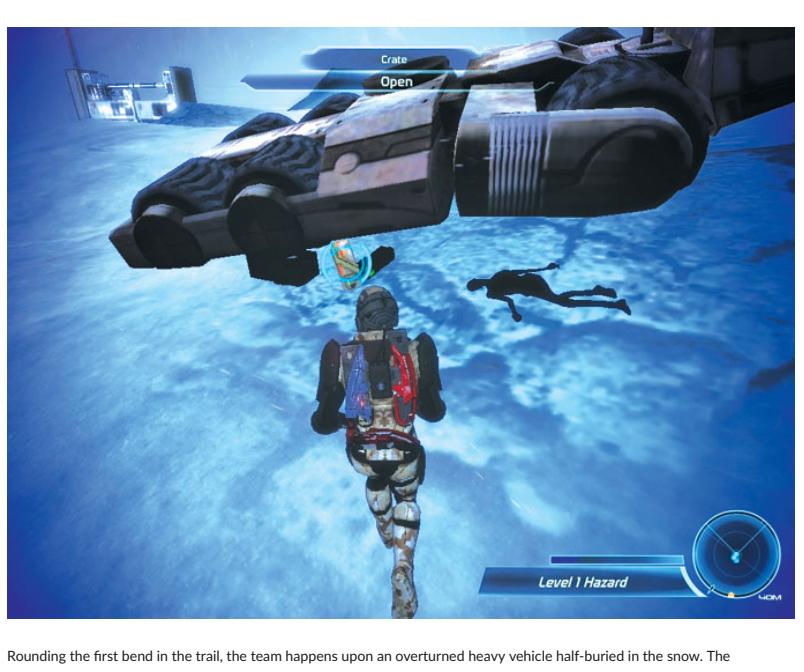
Weather may not have been the cause of the severed communications between Port Hanshan and Peak 15, but one thing's for sure: There is a major blizzard in effect outside.

Be very careful not to stray from the path while journeying to Peak 15. Falling off the tall cliffs here means a sure death.

Caution

Exit the Mako in this frigid valley at your own risk: The intense cold and driven snow quickly takes its toll on Shepard's crew. The longer you remain outside the Mako, the more you place your squad at risk.

Never stray far from the Mako and seek shelter inside it whenever the hazard meter at the lower-right corner of the screen becomes nearly full.



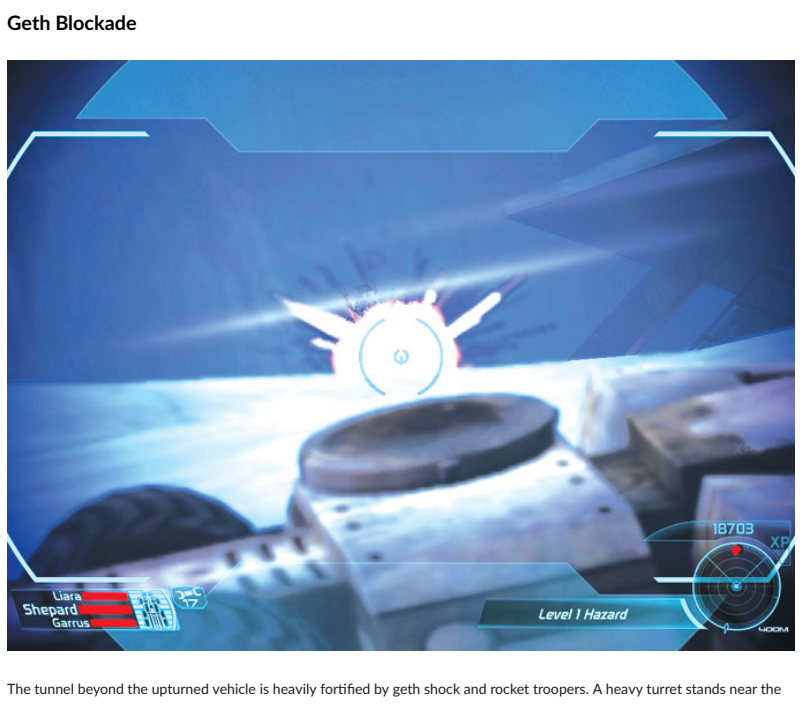
Rounding the first bend in the trail, the team happens upon an overturned heavy vehicle half-buried in the snow. The emaciated corpse of the vehicle's pilot lies nearby, along with a **crate** full of supplies.

Park near the ruined heavy vehicle and press [Q] to make your squad hop out. Quickly loot the crate for goodies and then hurry back to the vehicle before your team takes damage from the elements.

Caution

Don't advance beyond the overturned rover: a host of geth lies in wait just ahead!

Geth Blockade

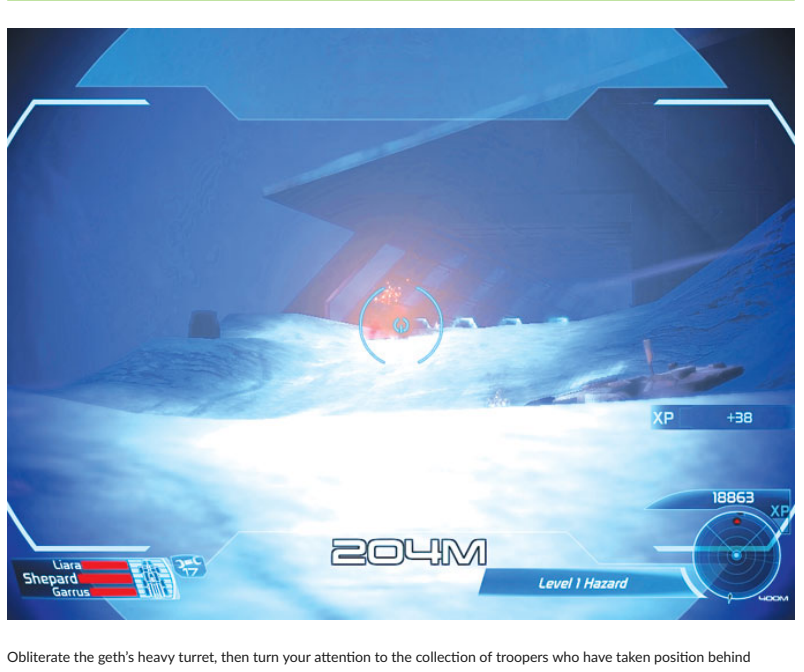


The tunnel beyond the upturned vehicle is heavily fortified by geth shock and rocket troopers. A heavy turret stands near the tunnel's entrance as well.

Roll just a few meters past the ruined vehicle until you can sight the heavy turret. Press [Shift] to zoom in on the turret. Blast away at the device with the vehicle's heavy cannon.

Tip

Roll backward if you become a target. The small rise in the snowy trail serves as ideal protection from inbound rockets.



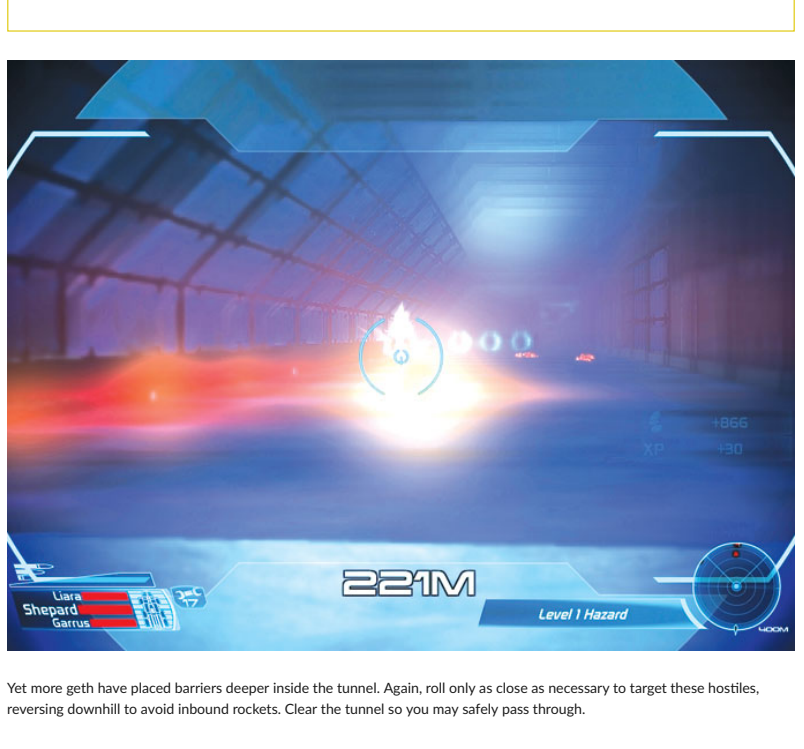
Obliterate the geth's heavy turret, then turn your attention to the collection of troopers who have taken position behind kinetic barriers just inside the tunnel.

Storming forward would be unwise against so many shock and rocket troopers, so simply employ the same tactic of picking shots with the Mako's cannon from range.

Reverse down the slight slope whenever projectiles start soaring your way, and make sure to use the Mako's scope for improved accuracy.

Note

Remember that the Mako's cannons can't pitch downward, only up. If your shots aren't finding their mark, you may need to scale the rise and position the Mako on more even ground.

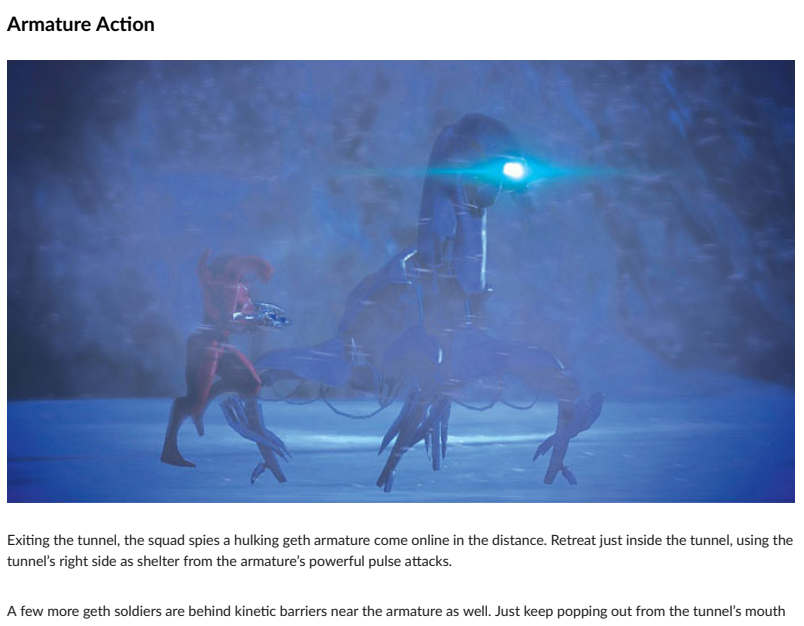


Yet more geth have placed barriers deeper inside the tunnel. Again, roll only as close as necessary to target these hostiles, reversing downhill to avoid inbound rockets. Clear the tunnel so you may safely pass through.

Tip

Don't miss the two UPGRADE KITS lying on the ground at the tunnel's midpoint.

Armature Action



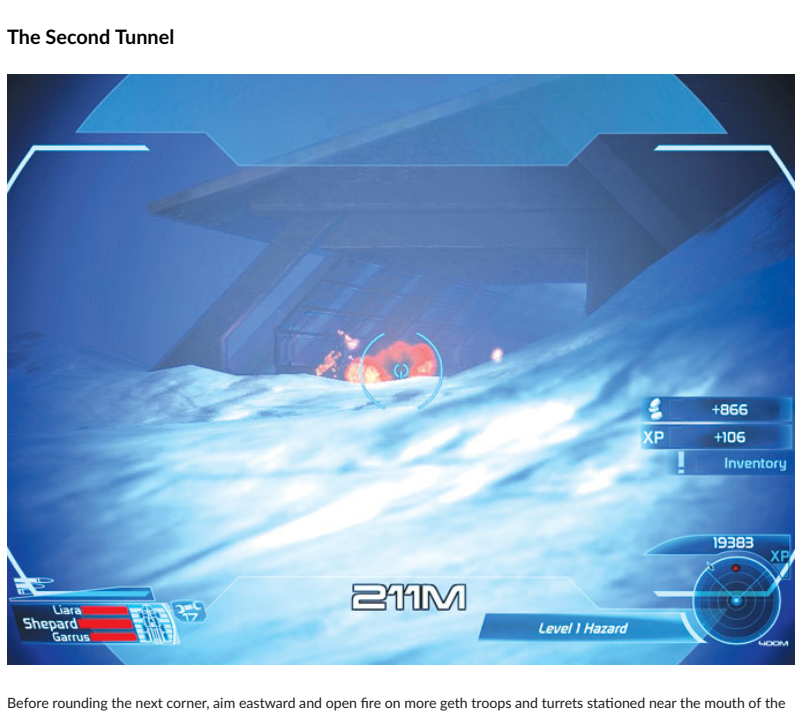
Exiting the tunnel, the squad spies a hulking geth armature come online in the distance. Retreat just inside the tunnel, using the tunnel's right side as shelter from the armature's powerful pulse attacks.

A few more geth soldiers are behind kinetic barriers near the armature as well. Just keep popping out from the tunnel's mouth to fire on these foes, reversing as necessary to avoid damage.

Tip

Find and open two more CRATES near the armature's position.

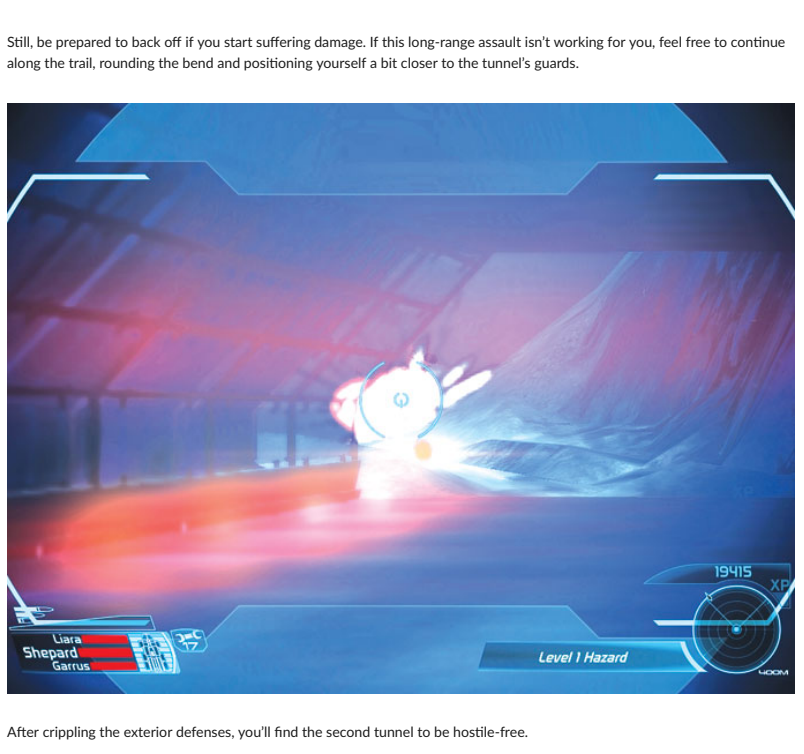
The Second Tunnel



Before rounding the next corner, aim eastward and open fire on more geth troops and turrets stationed near the mouth of the next tunnel ahead.

These enemies won't have much chance of striking you, as they're poised on slightly lower ground.

Still, be prepared to back off if you start suffering damage. If this long-range assault isn't working for you, feel free to continue along the trail, rounding the bend and positioning yourself a bit closer to the tunnel's guards.



After crippling the exterior defenses, you'll find the second tunnel to be hostile-free.

Roll through, keeping your eye on your radar until you spy a large red blip; another heavy turret stands just beyond the tunnel's opposite end.

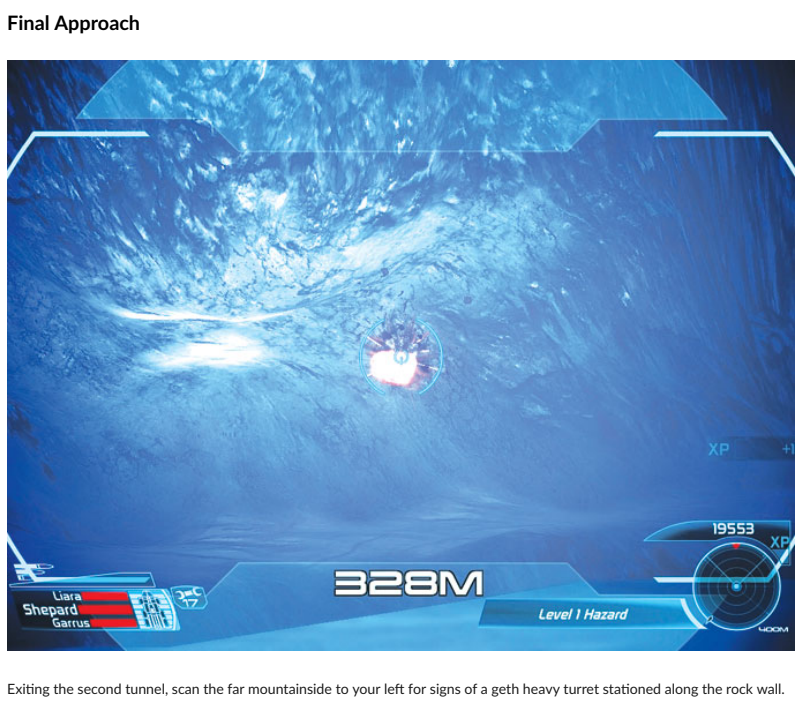
Remain inside the tunnel and obliterate the turret from a safe distance. It's hard to avoid this one's rockets in such an enclosed area, so do your best to destroy it quickly.

A few hits won't matter much against the Mako's sturdy shields.

Tip

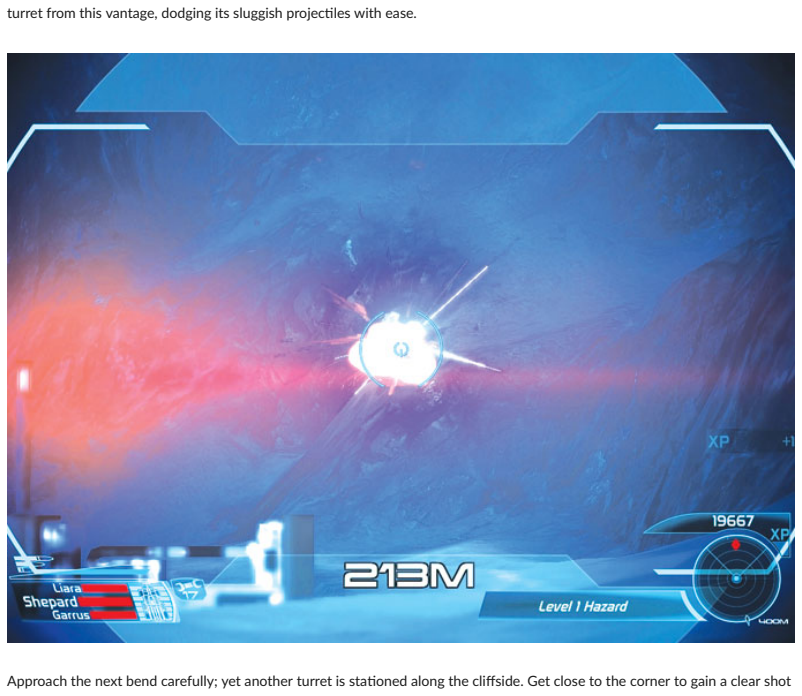
Spy a **MEDICAL KIT** hidden behind a large crate that stands just beyond the second tunnel.

Final Approach



Exiting the second tunnel, scan the far mountainside to your left for signs of a geth heavy turret stationed along the rock wall.

The signs should be clear enough: the turret begins sending rockets your way the moment you exit the tunnel. Obliterate the turret from this vantage, dodging its sluggish projectiles with ease.



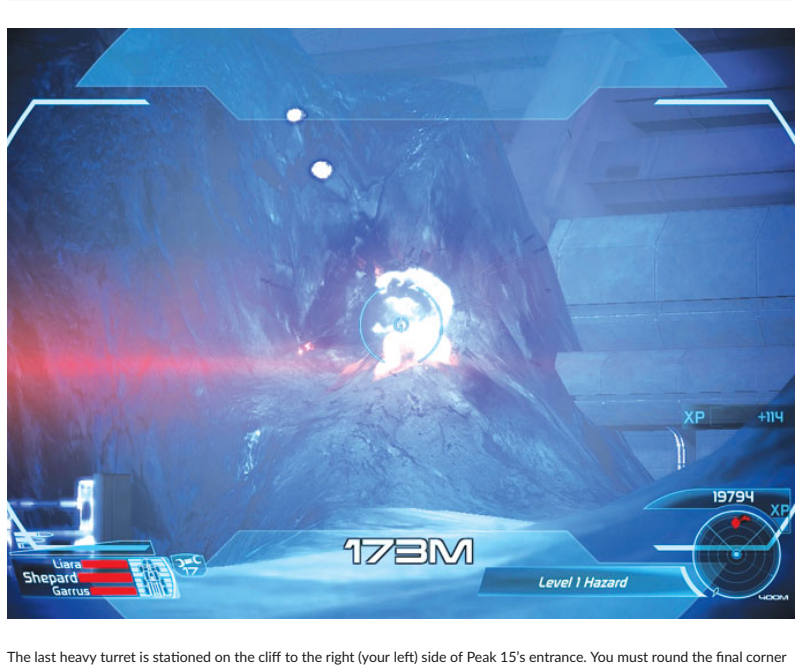
Approach the next bend carefully; yet another turret is stationed along the cliffside. Get close to the corner to gain a clear shot at this one, so roll forward until you can blast it away.

You face no more resistance for a while, so proceed around the corner and along the trail.

Tip

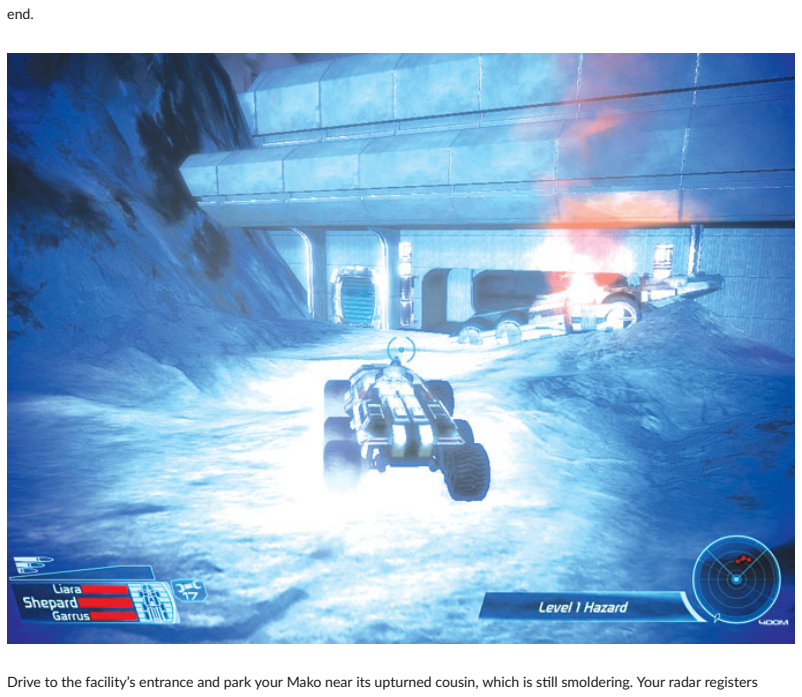
Now's a good time to save your progress if you haven't done so recently. Be aware that you may be unable to save at this point because of the size of the radar while in the Mako.

Exiting the Mako can sometimes allow you to save in a semi-hostile area.



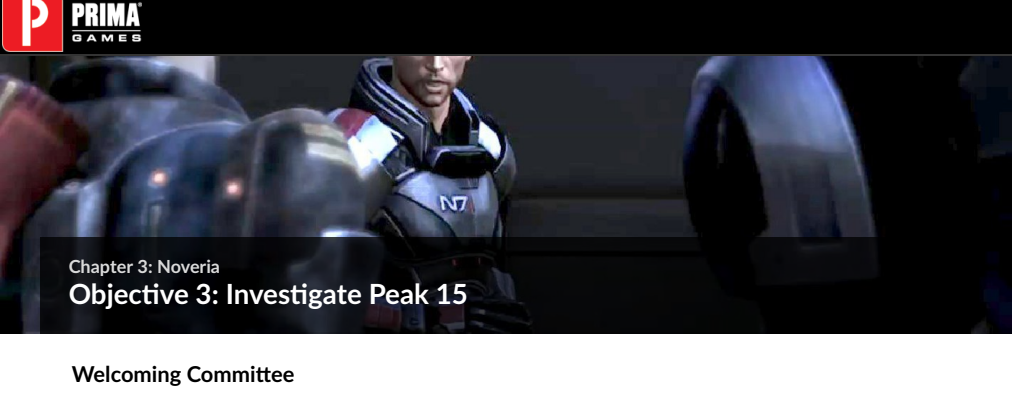
The last heavy turret is stationed on the cliff to the right (your left) side of Peak 15's entrance. You must round the final corner to sight this threat.

Destroy the turret from range as fast as you can, and don't worry if the Mako takes a few hits; its usefulness has come to an end.



Drive to the facility's entrance and park your Mako near its upturned cousin, which is still smoldering. Your radar registers hostiles, but these enemies are all within the Peak 15 complex.

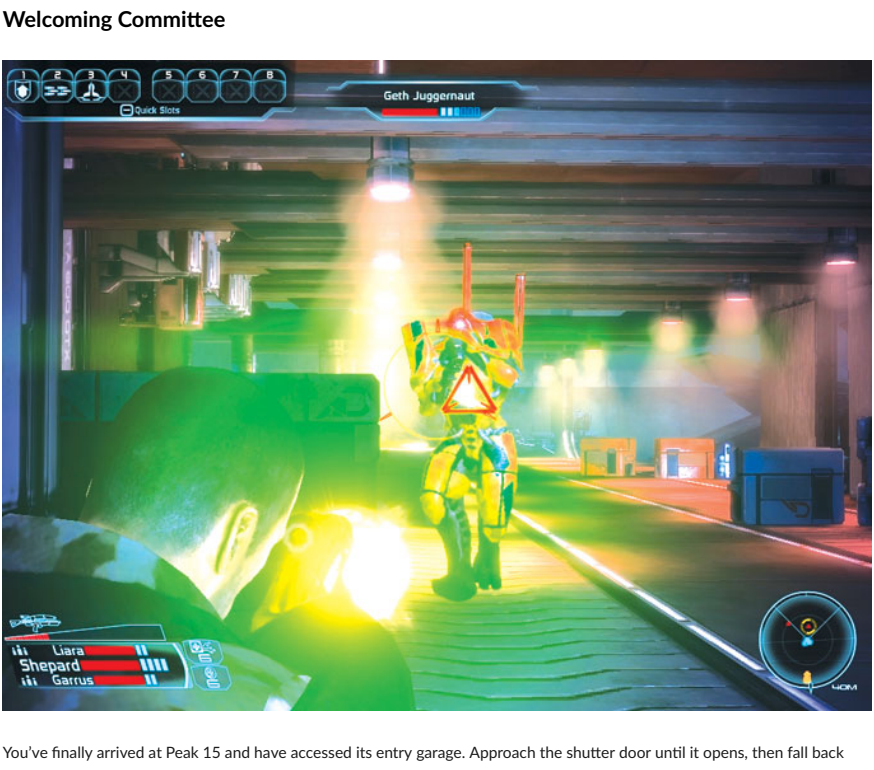
Your Mako can go no farther, so hit Q to make your squad exit the vehicle and strike out on foot. Quickly enter the facility via the small door to your left before the blizzard claims your crew.



Chapter 3: Noveria

Objective 3: Investigate Peak 15

Welcoming Committee

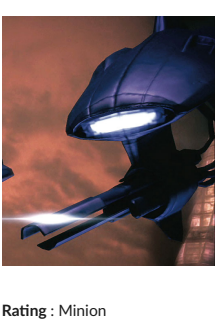


You've finally arrived at Peak 15 and have accessed its entry garage. Approach the shutter door until it opens, then fall back when your squad falls under fire.

A geth juggernaut quickly advances from the south end of the garage while a powerful krogan shoots at you from a balcony to your left.

Keep out of the krogan's sights as you retaliate on the juggernaut, and be quick to destroy the fragile **geth repair drone** that's attempting to keep this war machine up and running.

Geth Repair Drone



Rating : Minion

Resistances : Biotics (Physics Immune)

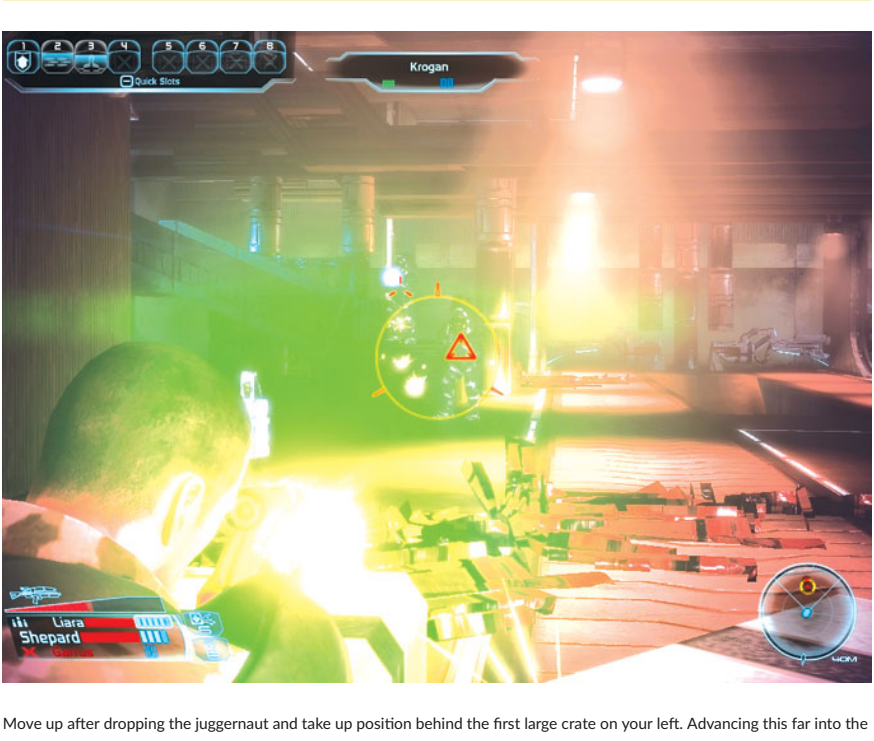
Weaknesses : Tech

Powers:

- Hover
- Repair

Repair drones are designed to keep synthetic troops operational throughout even the most intense firefights. They possess weak weaponry and are extremely fragile.

Wise combatants will often target repair drones, destroying them first to prevent more dangerous geth forces from receiving their aid.



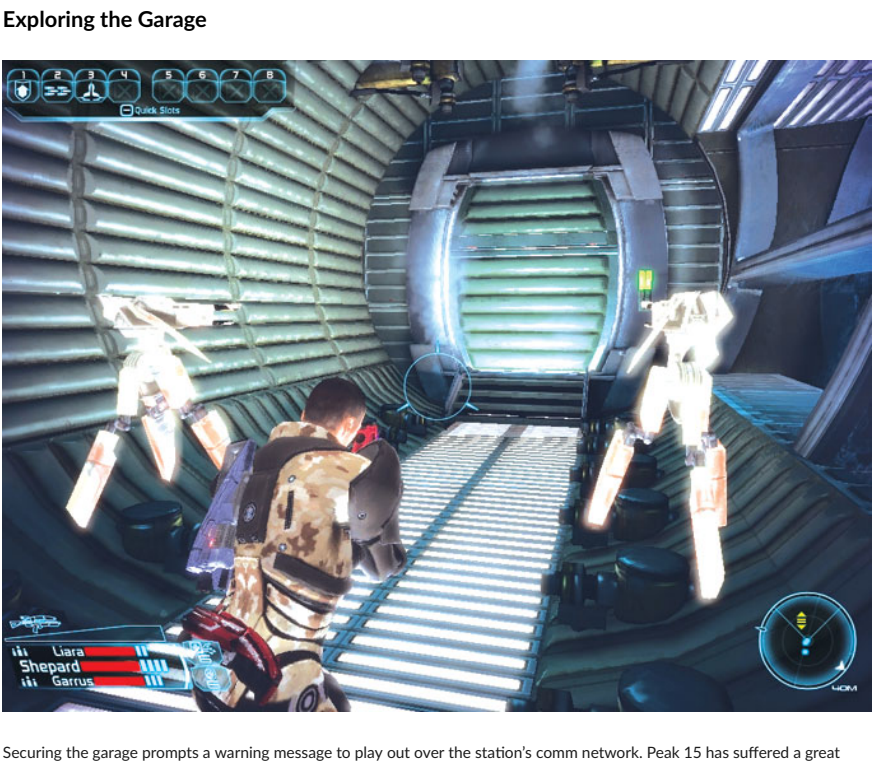
Move up after dropping the juggernaut and take up position behind the first large crate on your left. Advancing this far into the garage prompts two more krogan adversaries to attack from farther ahead.

These guys aren't as quick to rush you as the juggernaut, so keep behind the crate, using it as cover while you pick them off from afar. After you drop both foes, turn your attention to the lone krogan on the left balcony.

Tip

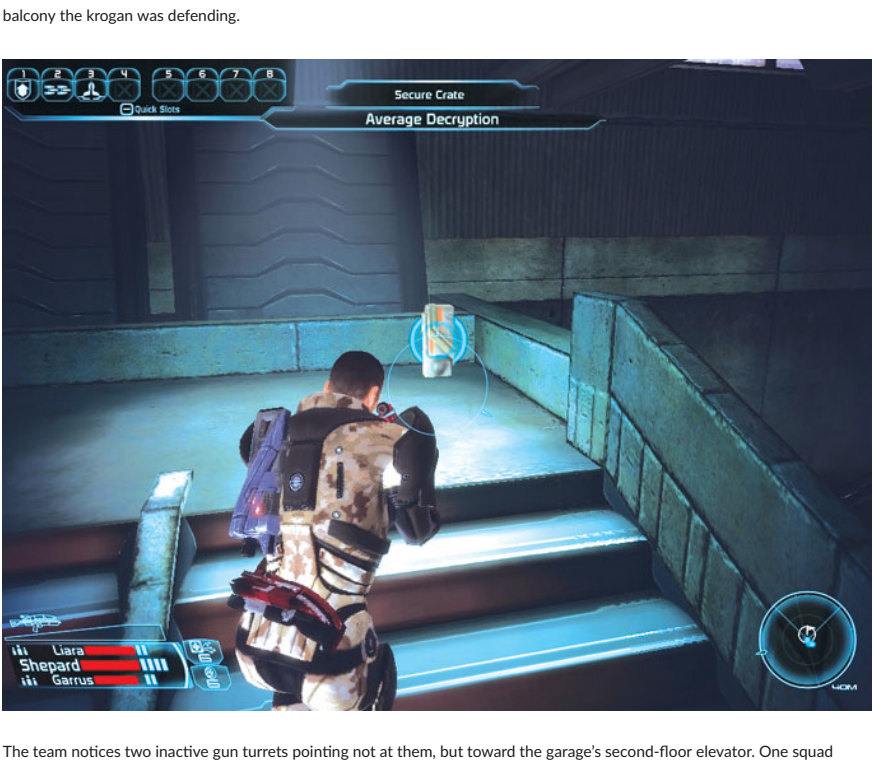
Peak 15's garage is full of explosive containers. Look for things that go boom.

Exploring the Garage



Securing the garage prompts a warning message to play out over the station's comm network. Peak 15 has suffered a great deal of damage, and many of its faculties and VI interfaces are currently offline.

There isn't much to see on the ground floor of the garage, so head upstairs to find a **crate** and an **upgrade kit** sitting on the balcony the krogan was defending.

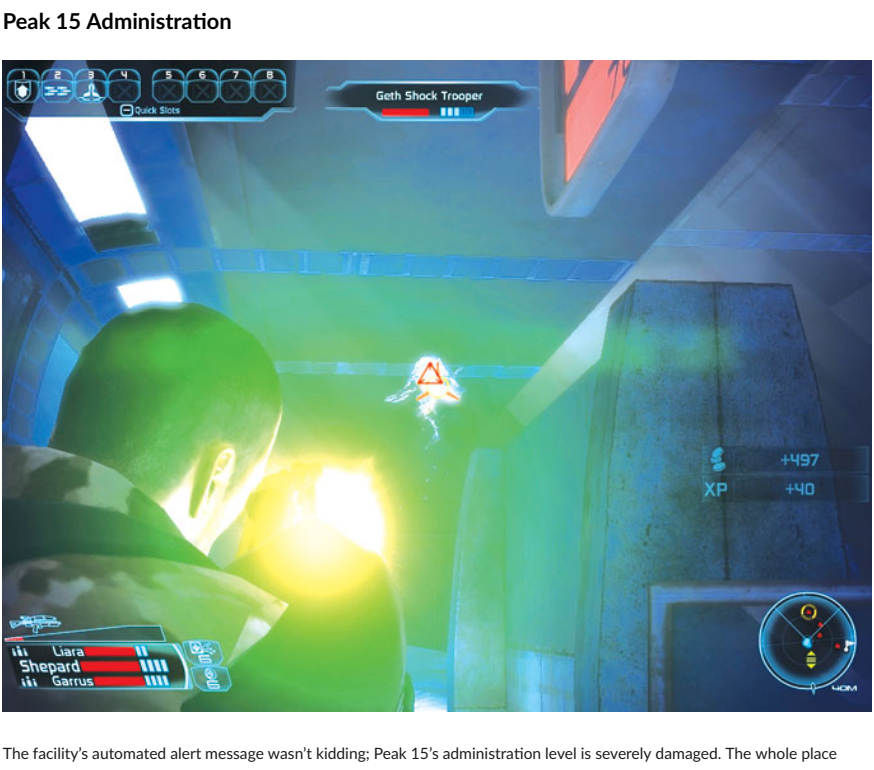


The team notices two inactive gun turrets pointing not at them, but toward the garage's second-floor elevator. One squad mate asks why the weapons are facing the wrong way.

The other replies that the facility's researchers probably want to keep whatever's inside in as much as they want to keep others out...a chilling prospect.

Raid the nearby security office for valuables and make an fast equipment check before using the elevator to reach the station's administration level.

Peak 15 Administration



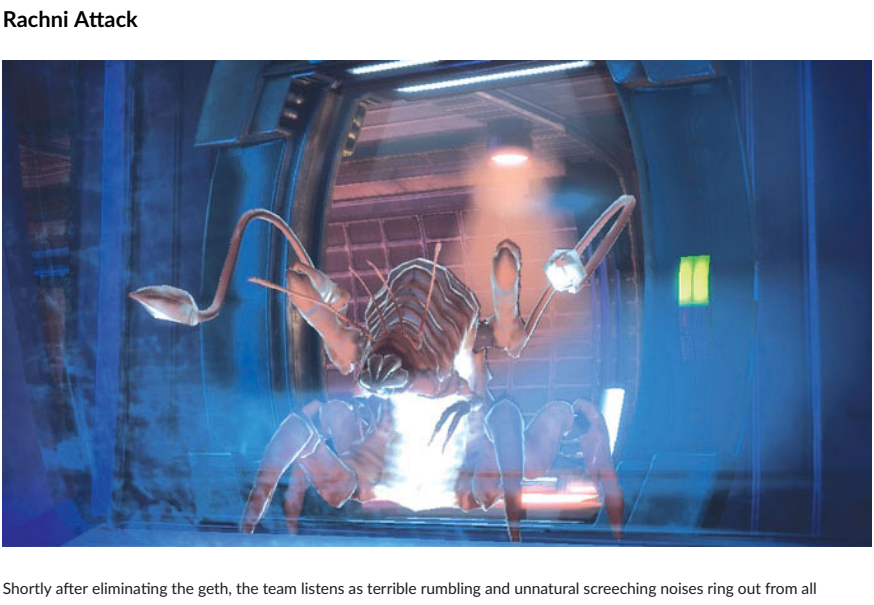
The facility's automated alert message wasn't kidding; Peak 15's administration level is severely damaged. The whole place looks like it's been hit by a nuke.

You don't have time to sift through the wreckage; geth troopers open fire as you near the cafeteria.

Remain just outside the room. Push Shepard's back to a wall and peek out to take shots from the doorway.

Keep watching your radar and let the hostiles come to you; move into the cafeteria only after you thin the enemy ranks.

Rachni Attack



Shortly after eliminating the geth, the team listens as terrible rumbling and unnatural screeching noises ring out from all directions.

Within moments, a horde of horrific, spider-like aliens comes crawling out of nooks and crannies all about. This can't be! It's a swarm of **rachni** !

Rachni Soldier

Rating : Elite

Resistances : Biotics, Tech

Weaknesses : Combat

Powers:

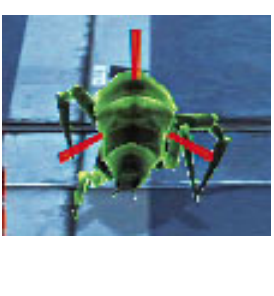
- Acid Spit
- Melee Attack

Soldiers are the rachni's primary frontline combatants. They have no shields, but are instead covered in a thick hide that that provides excellent defense against conventional forms of attack.

Soldiers weaken their prey by spewing acids from afar while quickly closing in to deliver devastating Lance Strike attacks with their whip-like appendages.

These enemies are most lethal at close range, so strive to keep them at bay.

Rachni Worker



Rating : Minion

Resistances : None

Weaknesses : Combat

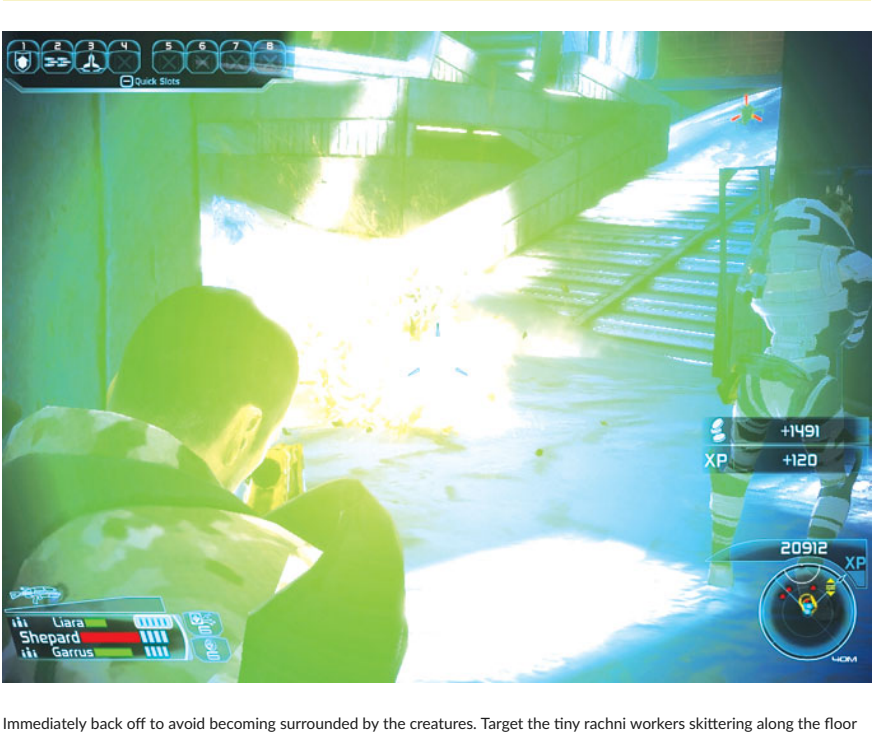
Powers:

- Explosive Attack

Rachni workers are suicide combatants. They attack by simply rushing forward and exploding in a shower of acid, bathing all nearby hostiles with the poisonous substance.

This attack weakens defenses and can be devastating when multiple workers manage to close in.

Backpedal away when faced with workers, and lay down a wall of gunfire to wipe them all out before they skitter within attack range.



Immediately back off to avoid becoming surrounded by the creatures. Target the tiny rachni workers skittering along the floor first to pop them before they move close and explode in a shower of poisonous toxins.

Then turn your fire on the two large rachni soldiers that run down from the north stairs.

Focus your squad's fire on the soldiers to quickly drop each one in turn while keeping as far away from their whipping tentacles as possible.

Caution

The toxins spewed forth by the rachni will poison your crew, bypassing their shields and inflicting direct damage to their health.

The poisons also slow down the healing process for poisoned party members. Poisoned teammates' health bars become green to indicate their ailment.

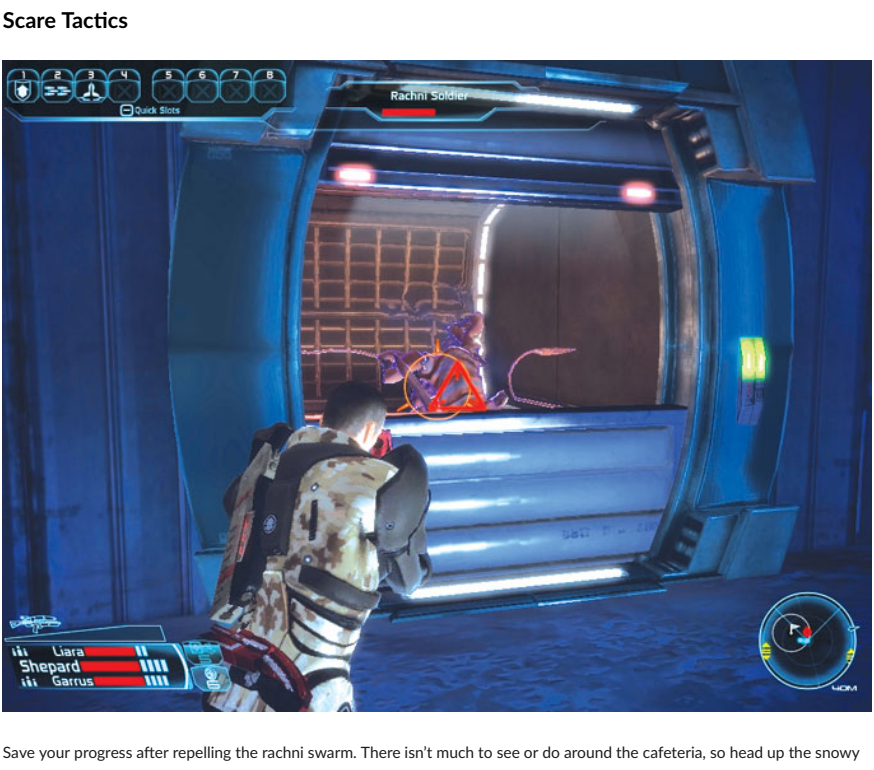
Glossary: Rachni

The rachni race was once a major threat to galactic peace. A powerful and intelligent spacefaring species of creatures, the rachni conquered several planets in their remote system.

Fearsome in appearance, they used weapons but often preferred to use their own whiplike tails in battle.

The rachni were a race of soldiers and workers with a hivemind mentality; they only answered to the queen that birthed them.

Scare Tactics



Save your progress after repelling the rachni swarm. There isn't much to see or do around the cafeteria, so head up the snowy north stairs to explore the administration level's second floor.

Keep your weapon at the ready; more rachni soldiers burst out from ventilation shafts and the like in surprise attacks.

One pops up from a floor vent in the small northern room. Another drops in from behind just as you near the far-south elevator.

Each time you face a soldier, back away and unleash hell with your weapon of choice. Shotguns and assault rifles are ideal against these advancing foes.

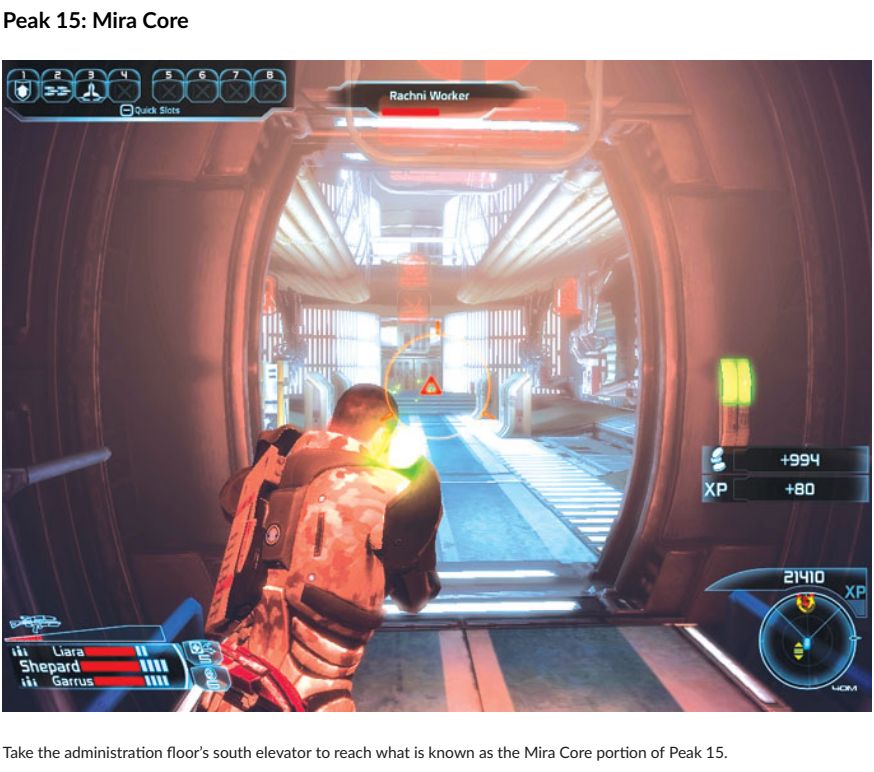
Tip

Examine the GRAVITIC WEAPONS RESEARCH console in the northwest side chamber for a secondary Codex entry. Crack open the STORAGE LOCKER and MEDICAL KIT in the side rooms for items as well.

Tip

Decrypt the terminal in the northern chamber to acquire a special off-world assignment. Refer to the Spectre Assignments portion of this guide for complete details.

Peak 15: Mira Core



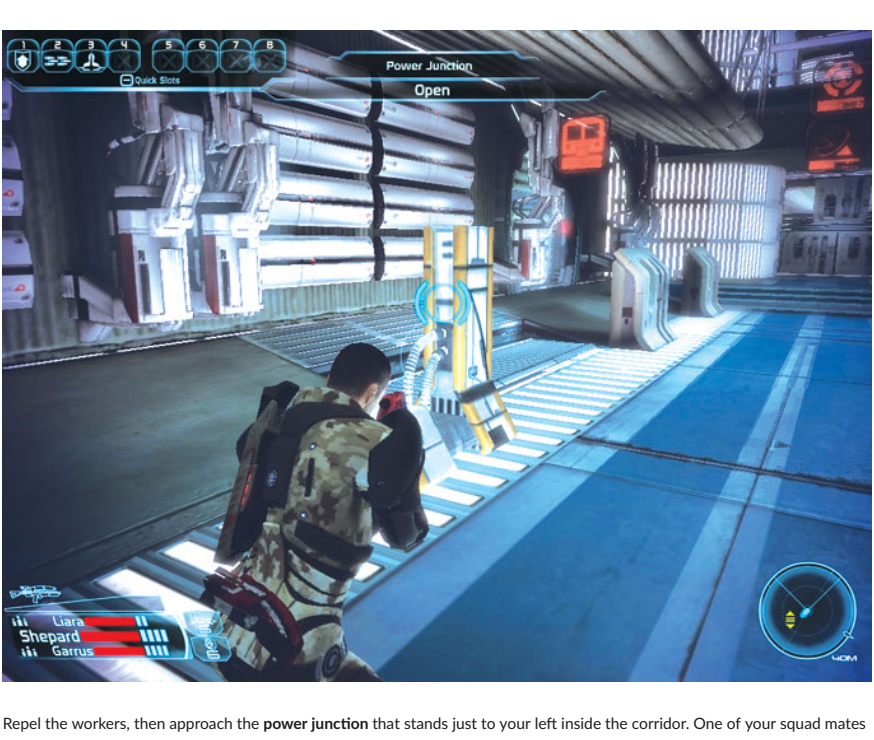
Take the administration floor's south elevator to reach what is known as the Mira Core portion of Peak 15.

Your radar registers hostiles: A host of rachni workers awaits you in the short hall just outside the elevator.

Equip an assault rifle and eradicate these pests from afar before they rush close enough to explode at your team's feet.

Tip

Fire on the FIRE CONTAINMENT SYSTEM at the far end of the hall to the right to obliterate many of the workers in one shot.

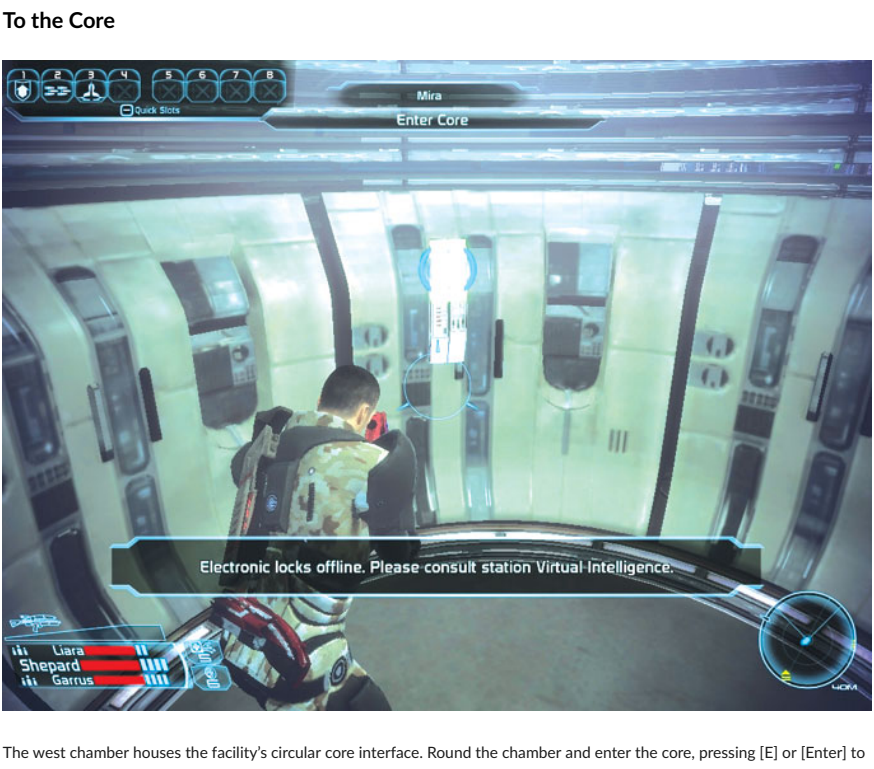


Repel the workers, then approach the **power junction** that stands just to your left inside the corridor. One of your squad mates thinks the facility's power systems can be reactivated from this terminal, but the attempt fails.

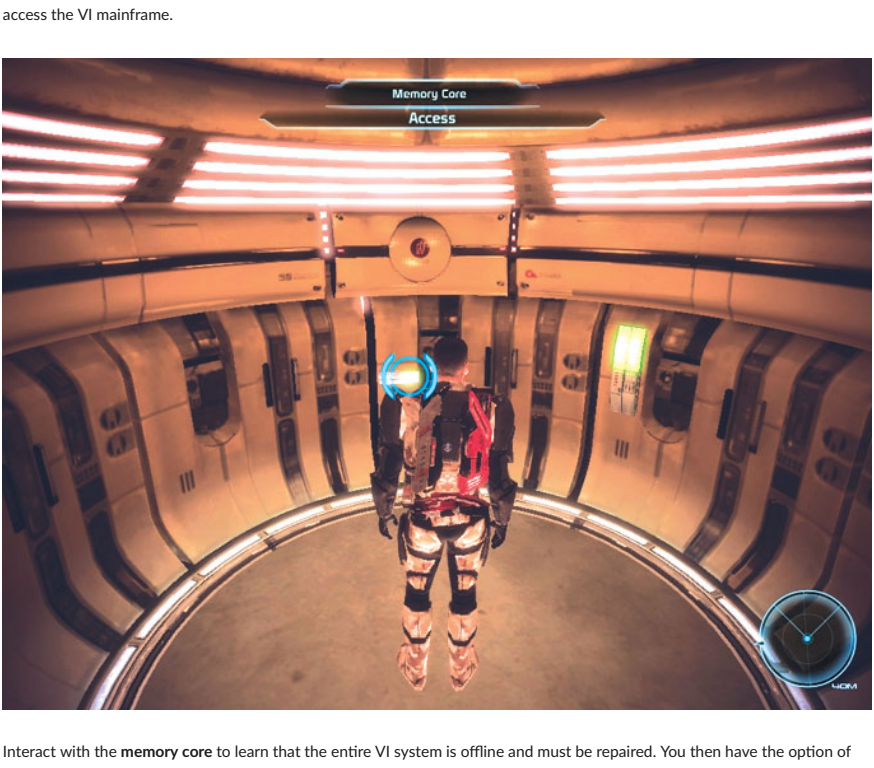
The damage is too extensive—a manual reboot of Peak 15's VI program is required.

All electronic door locks are not responding, so you've no option but to proceed through the west door. Open the nearby **technician kit** along the way.

To the Core


Mira
Enter Core
Electronic locks offline. Please consult station Virtual Intelligence.
Liara
Shepard
Garrus

The west chamber houses the facility's circular core interface. Round the chamber and enter the core, pressing [E] or [Enter] to access the VI mainframe.



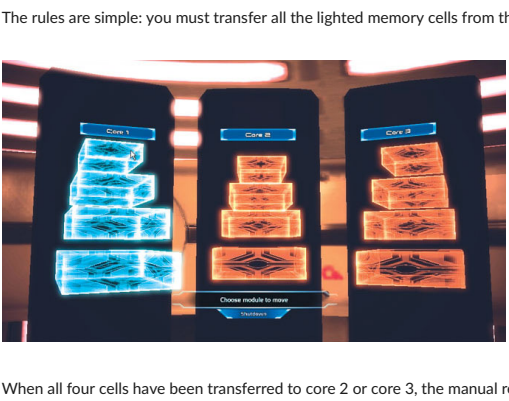
Interact with the **memory core** to learn that the entire VI system is offline and must be repaired. You then have the option of spending 100 units of omni-gel for automatic repairs, or you may attempt a manual reactivation.

Use omni-gel if you're in a hurry; there's no downside in doing so, except that you'll use up some of this valuable resource. Or check the following sidebar for details on how to perform a manual reactivation.

Mira Core: Manual VI Reboot

Choose to repair the damage to Peak 15's VI system manually and you're tasked with completing a brief yet challenging minigame.

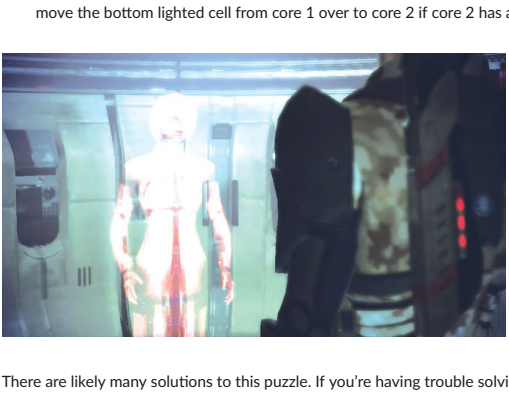
The rules are simple: you must transfer all the lighted memory cells from the left core to either of the other two cores.



When all four cells have been transferred to core 2 or core 3, the manual reboot is completed and the VI system is brought online.

You'll find this task to be a bit harder than its sounds, however. You're not always able to shift the cells as you'd like. Here are the stipulations:

- You can only shift lighted cells over to vacant cells of the same size.
- You can only move the top lighted cell from each core.
- You can only place lighted cells into vacant cells that lie above any lighted cells already placed in the core (i.e., you can't move the bottom lighted cell from core 1 over to core 2 if core 2 has a lighted cell in any of its upper slots.)

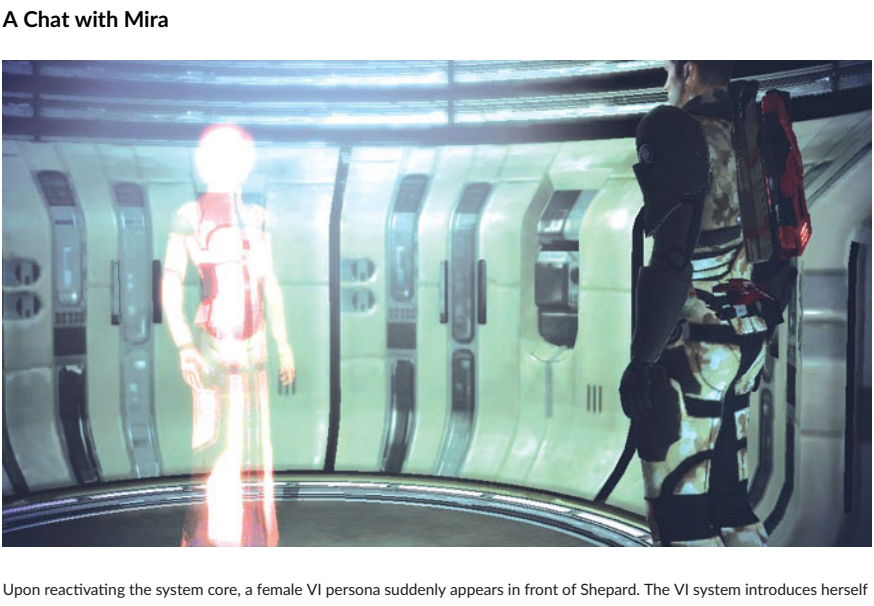


There are likely many solutions to this puzzle. If you're having trouble solving it, here's a method that's sure to work.

Note that in the following solution, the cells are numbered 1 through 4, with 1 being the smallest cell and 4 being the largest.

1. Move lighted cell 1 from core 1 to 2.
2. Move lighted cell 2 from core 1 to 3.
3. Move lighted cell 1 from core 2 to 3.
4. Move lighted cell 3 from core 1 to 2.
5. Move lighted cell 1 from core 3 to 1.
6. Move lighted cell 2 from core 3 to 2.
7. Move lighted cell 1 from core 1 to 2.
8. Move lighted cell 4 from core 1 to 3.
9. Move lighted cell 1 from core 2 to 3.
10. Move lighted cell 2 from core 2 to 1.
11. Move lighted cell 1 from core 3 to 1.
12. Move lighted cell 3 from core 2 to 3.
13. Move lighted cell 1 from core 1 to 2.
14. Move lighted cell 2 from core 1 to 3.
15. Move lighted cell 1 from core 2 to 3.

A Chat with Mira



Upon reactivating the system core, a female VI persona suddenly appears in front of Shepard. The VI system introduces herself as Mira and asks if Shepard is trying to restore power to the facility.

Say you're trying to do just that, then inform Mira that you're a Spectre to gain clearance access to all of Peak 15's systems.

Mira informs you that details related to corporate secrets and research are only available to Binary Helix executives, however.

Mira informs you that she's ready to process your queries, and that she can be accessed again at any time through any of the various holographic interfaces housed within Peak 15.

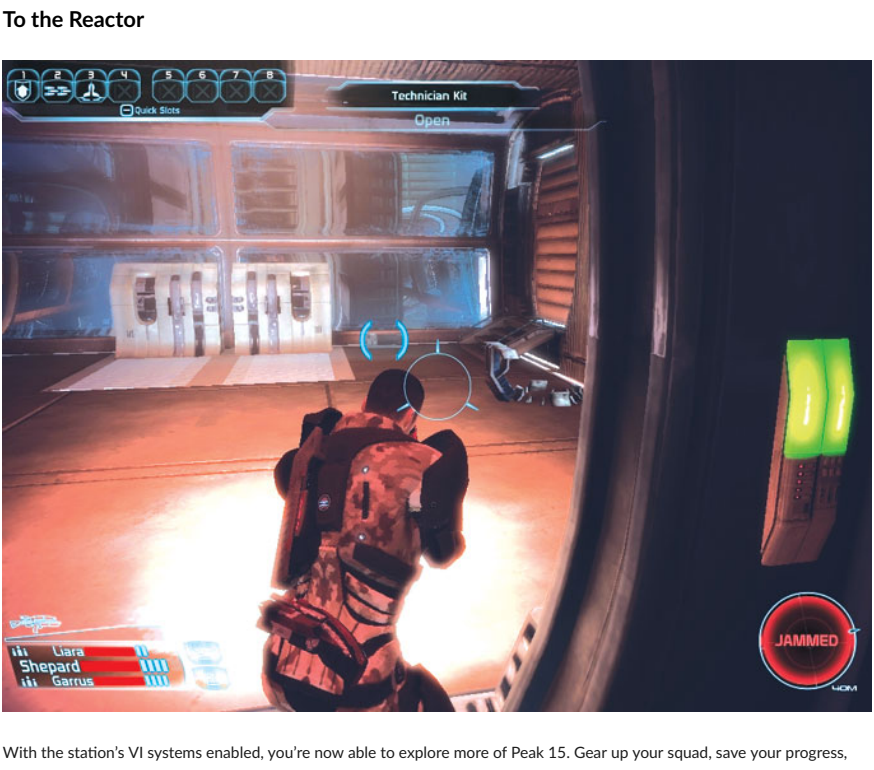
Begin questioning the VI program to learn that Matriarch Benezia has left Peak 15 via a tram that runs to a remote rift station.

Mira then alerts you that the tram system has since been taken offline; a manual restart is required.

Probe Mira further to learn that you must reconnect the fuel lines within Peak 15's main reactor, along with the landlines atop Peak 15's roof, to get the tram running again.

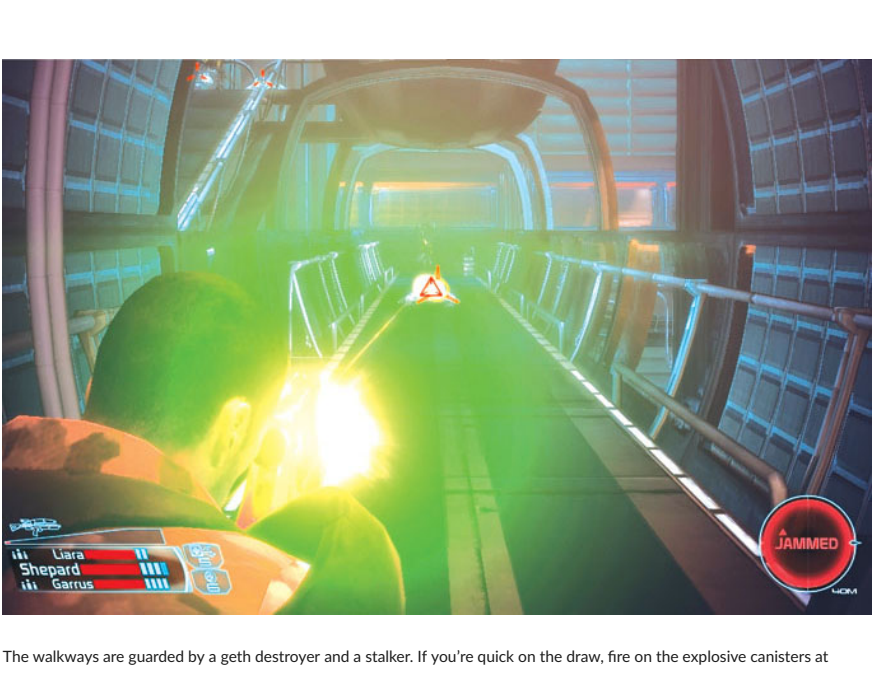
Mira can also tell you a bit more about what's happened here at Peak 15 prior to the VI console being shut down.

To the Reactor



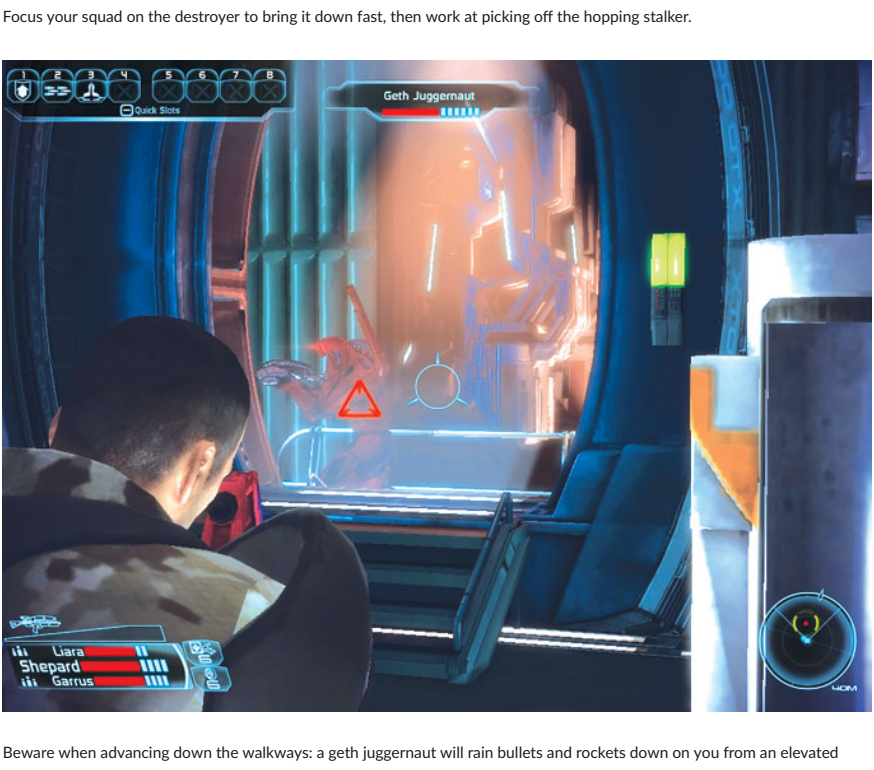
With the station's VI systems enabled, you're now able to explore more of Peak 15. Gear up your squad, save your progress, and then use the north elevator to reach the station's main reactor core.

Loot the entry chamber for goodies, then equip your weapon of choice and move to one of the reactor core's side walkways.



The walkways are guarded by a geth destroyer and a stalker. If you're quick on the draw, fire on the explosive canisters at either end of the walkway to inflict heavy damage on the destroyer before it notices you.

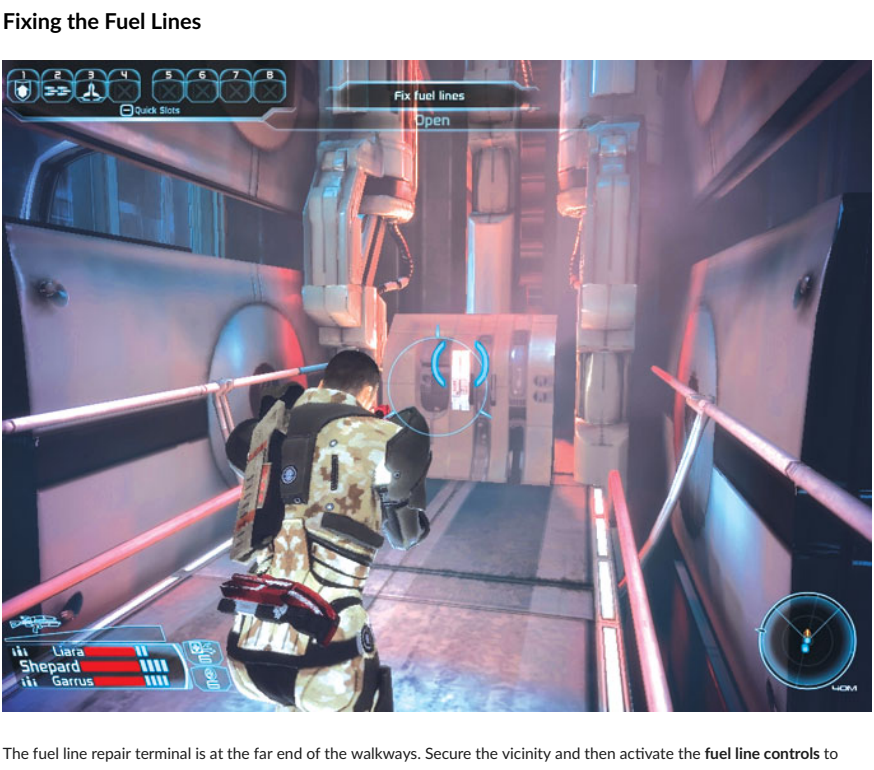
Focus your squad on the destroyer to bring it down fast, then work at picking off the hopping stalker.



Beware when advancing down the walkways: a geth juggernaut will rain bullets and rockets down on you from an elevated platform behind you

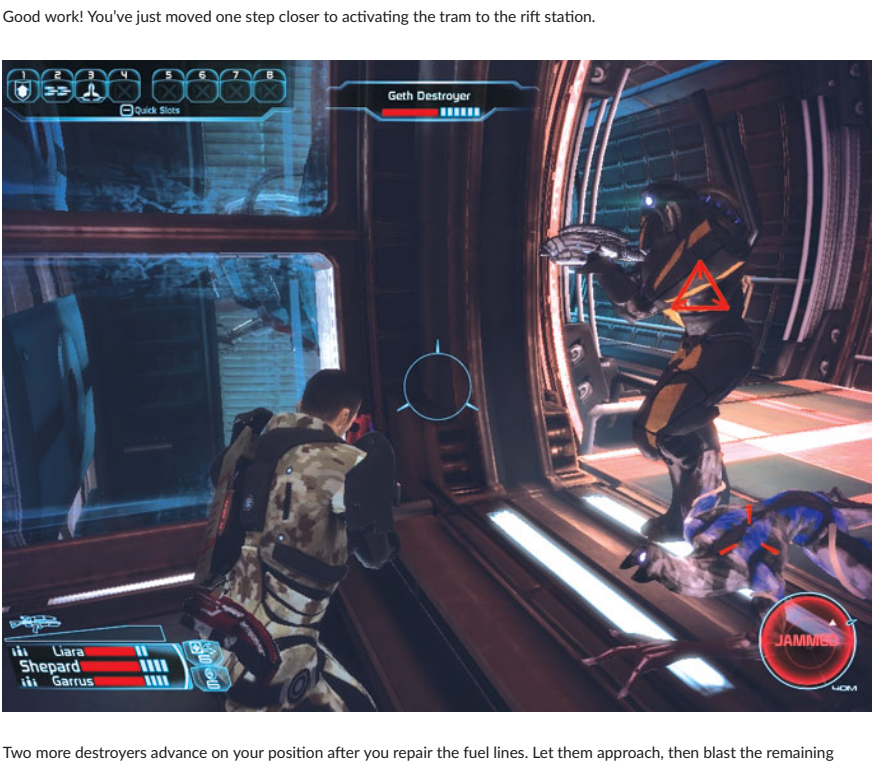
Backpedal down the walkway, aiming upward to fire on the juggernaut. Dash forward to seek shelter within the entry chamber if your shields happen to fail.

Fixing the Fuel Lines



The fuel line repair terminal is at the far end of the walkways. Secure the vicinity and then activate the **fuel line controls** to initiate repairs.

Good work! You've just moved one step closer to activating the tram to the rift station.



Two more destroyers advance on your position after you repair the fuel lines. Let them approach, then blast the remaining explosive container to inflict heavy damage.

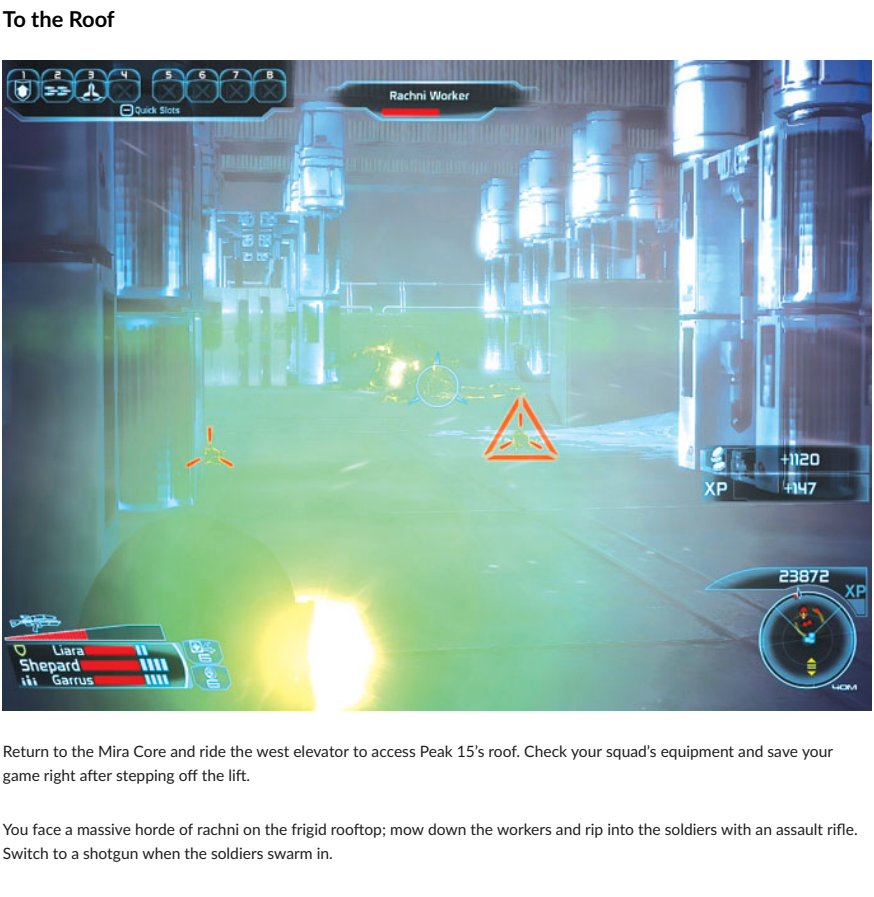
Finish off these brutes, then hurry back to the elevator and return to the Mira Core.

Tip

Scale the nearby ramp to reach reactor core's upper balcony, where you find a STORAGE LOCKER and WEAPON LOCKER

You can also decrypt a COMPUTER CONSOLE to acquire a new off-world assignment. See the "Spectre Assignments" portion of this guide for details.

To the Roof



Return to the Mira Core and ride the west elevator to access Peak 15's roof. Check your squad's equipment and save your game right after stepping off the lift.

You face a massive horde of rachni on the frigid rooftop; mow down the workers and rip into the soldiers with an assault rifle. Switch to a shotgun when the soldiers swarm in.

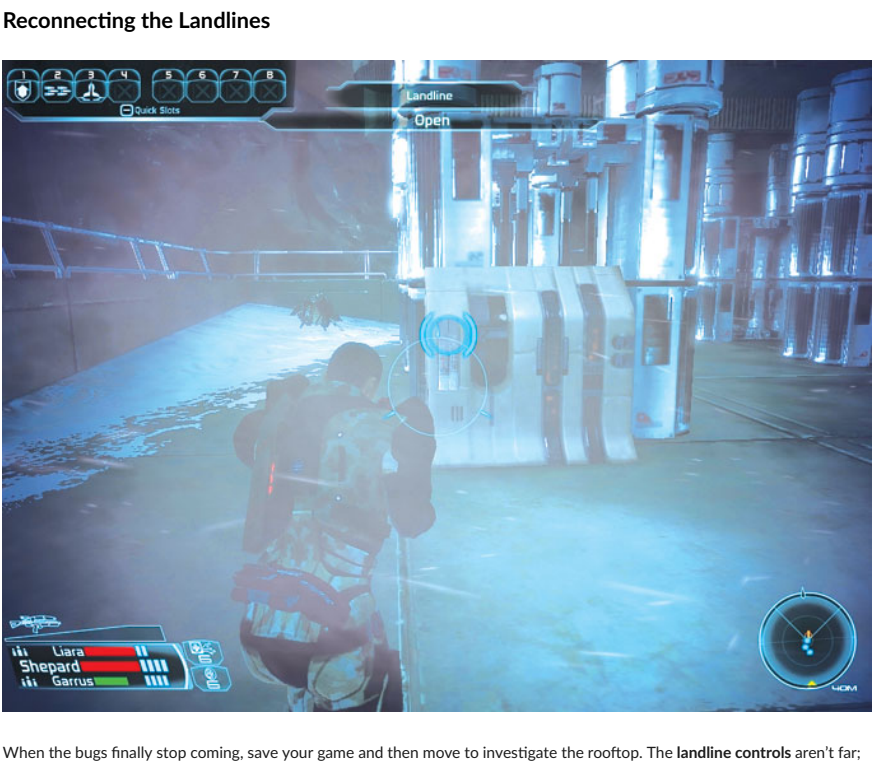
Caution

The rachni will quickly overwhelm your squad if you don't cut them down fast. Put Shepard's abilities to good use and hit the creatures with everything you've got.

Tip

Try picking off a few of the soldiers from range before you draw the ire of the swarm. Sniper rifles and grenades can be of great value in this effort. The numerous volatile containers at the far end of the roof can help as well.

Reconnecting the Landlines

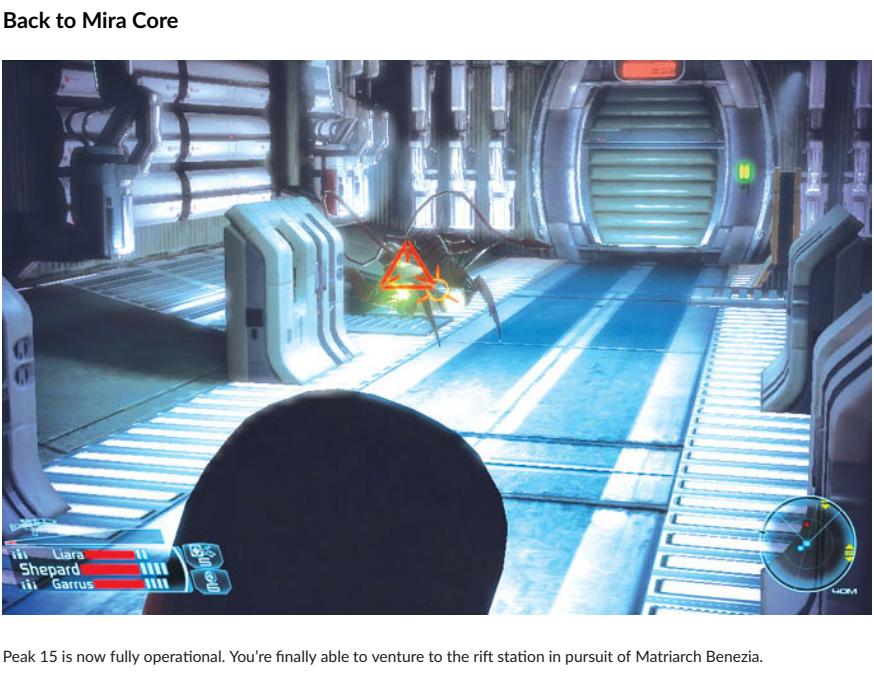


When the bugs finally stop coming, save your game and then move to investigate the rooftop. The **landline controls** aren't far; activate them to reconnect the landlines and complete your repairs to Peak 15.

Tip

Find and open a CRATE on the roof for items.

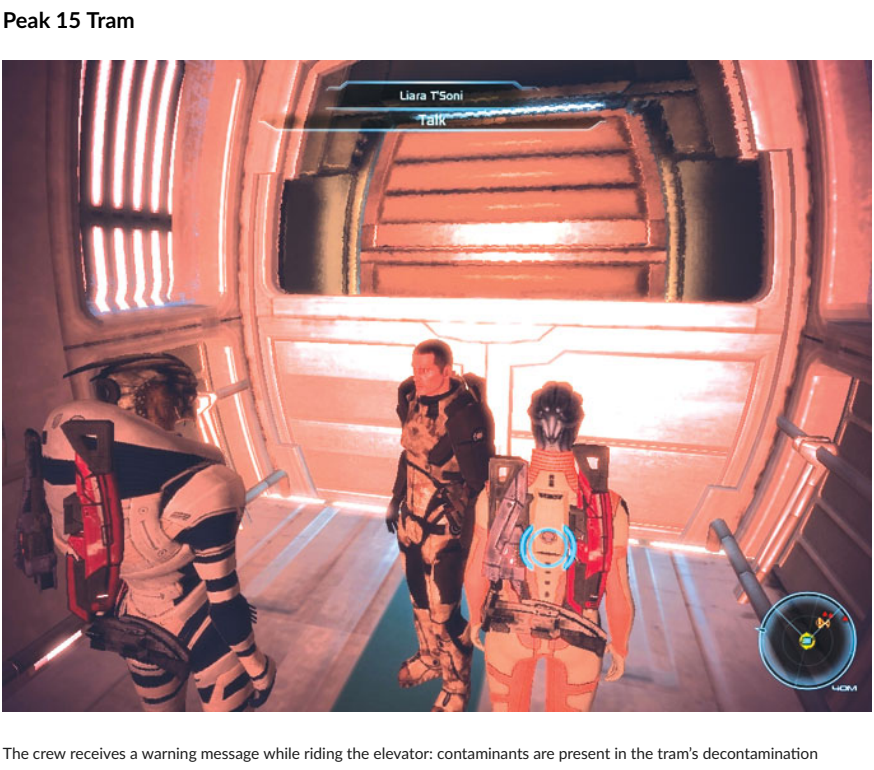
Back to Mira Core



Peak 15 is now fully operational. You're finally able to venture to the rift station in pursuit of Matriarch Benezia.

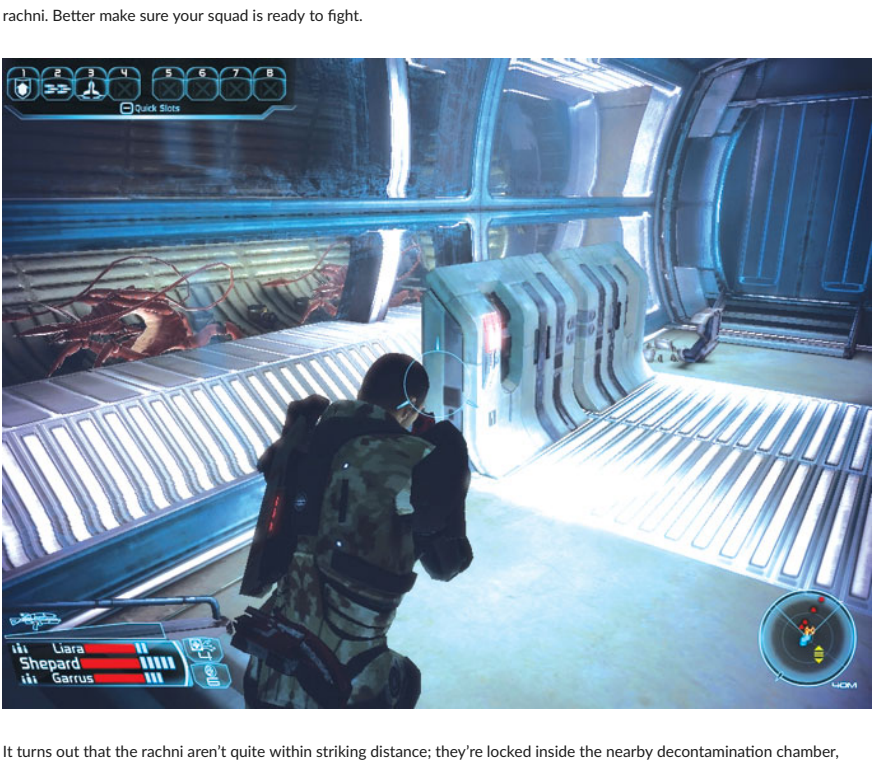
Make for the Mira Core level's south elevator, but beware: a rachni soldier bursts out from a floor vent in the east hall. Put the soldier down without delay, then use the south elevator to reach the station's tram.

Peak 15 Tram



The crew receives a warning message while riding the elevator: contaminants are present in the tram's decontamination chamber, making access to the tram car inadvisable.

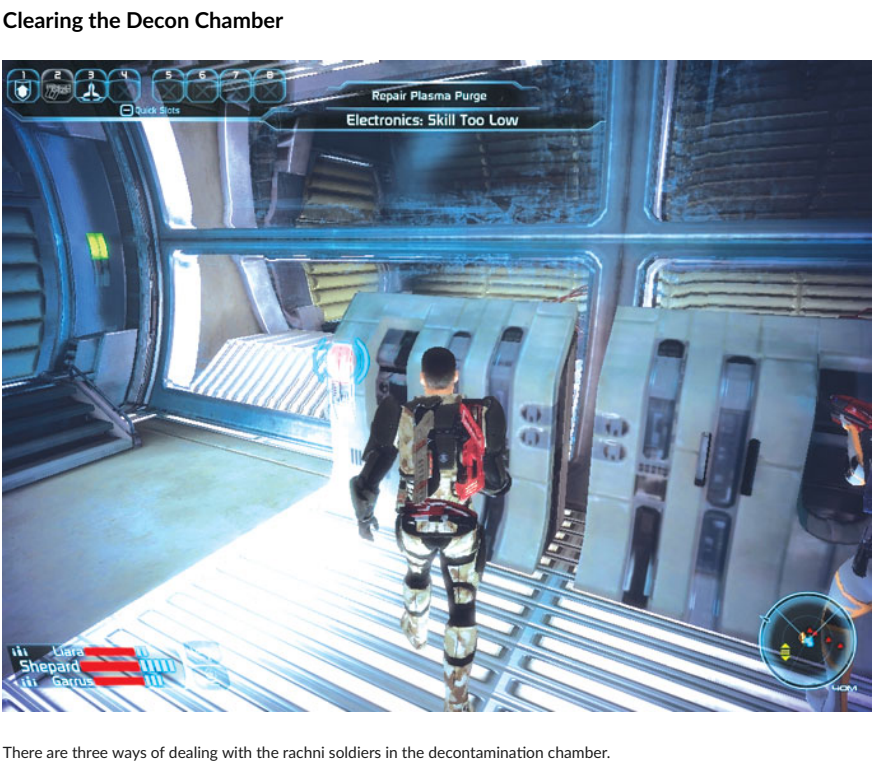
If these contaminants are anything like the ones you've already encountered, you know you'll soon be facing more ferocious rachni. Better make sure your squad is ready to fight.



It turns out that the rachni aren't quite within striking distance; they're locked inside the nearby decontamination chamber, unable to attack.

Enter the control room to find the corpse of a salarian scientist lying on the ground. Use the nearby **computer console** to listen to an audio playback of what is apparently the salarian's last words.

Clearing the Decon Chamber



There are three ways of dealing with the rachni soldiers in the decontamination chamber.

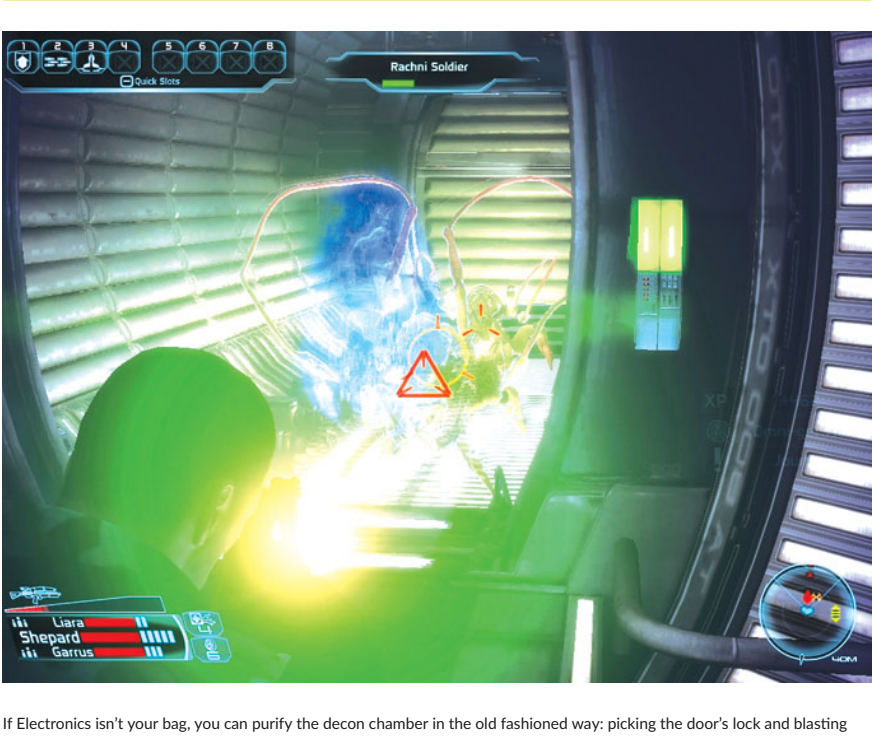
The easiest method requires a high skill in the Electronics talent.

If your squad has the talent, you can simply repair and utilize the nearby **plasma purge** to fill the decon chamber with deadly plasma and purify the rachni "contaminants" without incident.

The third method involves using the Mira terminal and having her open the door for you.

Note

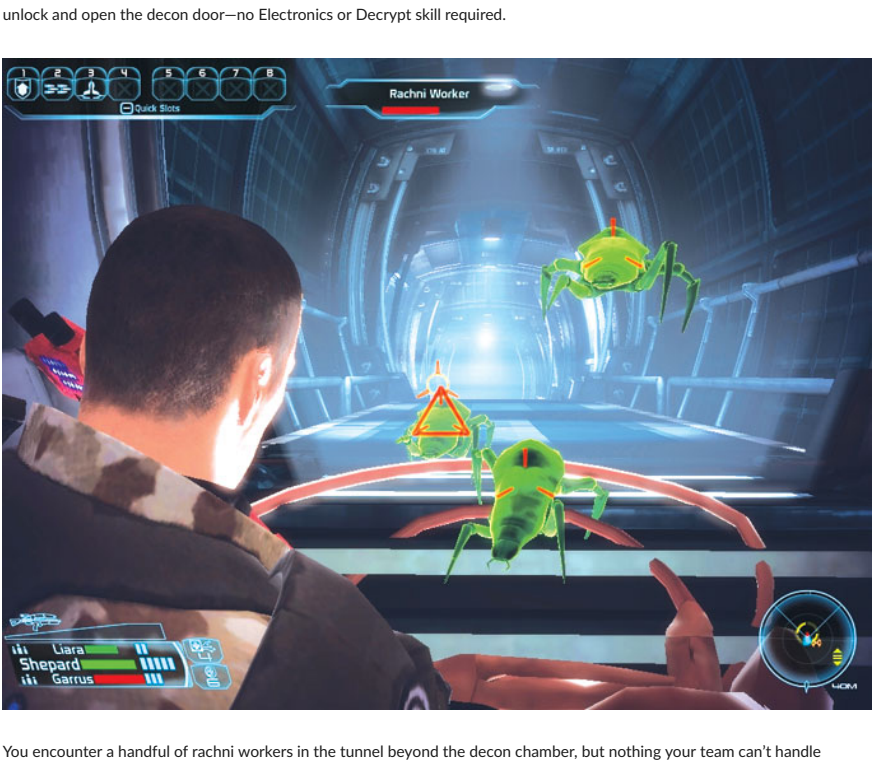
Query the system's VI program via the nearby Mira terminal to learn about your options for clearing the decon chamber. This can also score you a new entry for your primary Codex.



If Electronics isn't your bag, you can purify the decon chamber in the old fashioned way: picking the door's lock and blasting apart the pair of rachni soldiers trapped inside.

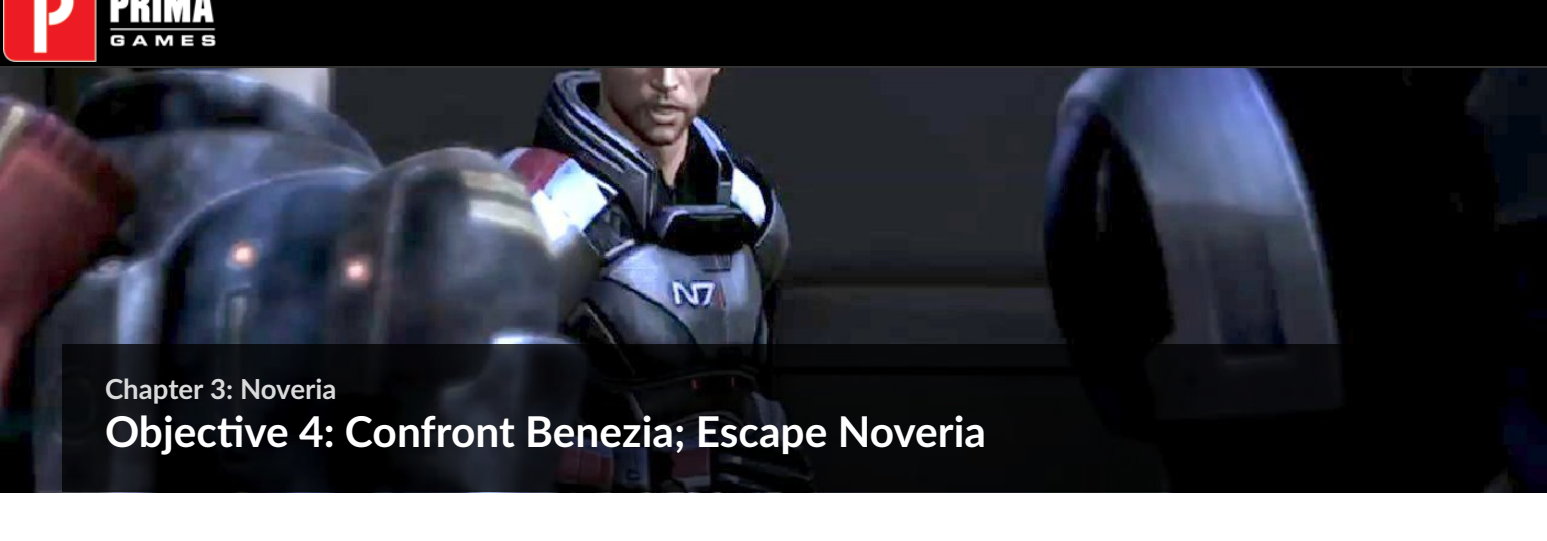
This requires only moderate skill at decryption and a quick trigger finger.

Either way, you must clear the decontamination chamber so you may proceed into the tram tunnel. You can also order Mira to unlock and open the decon door—no Electronics or Decrypt skill required.



You encounter a handful of rachni workers in the tunnel beyond the decon chamber, but nothing your team can't handle

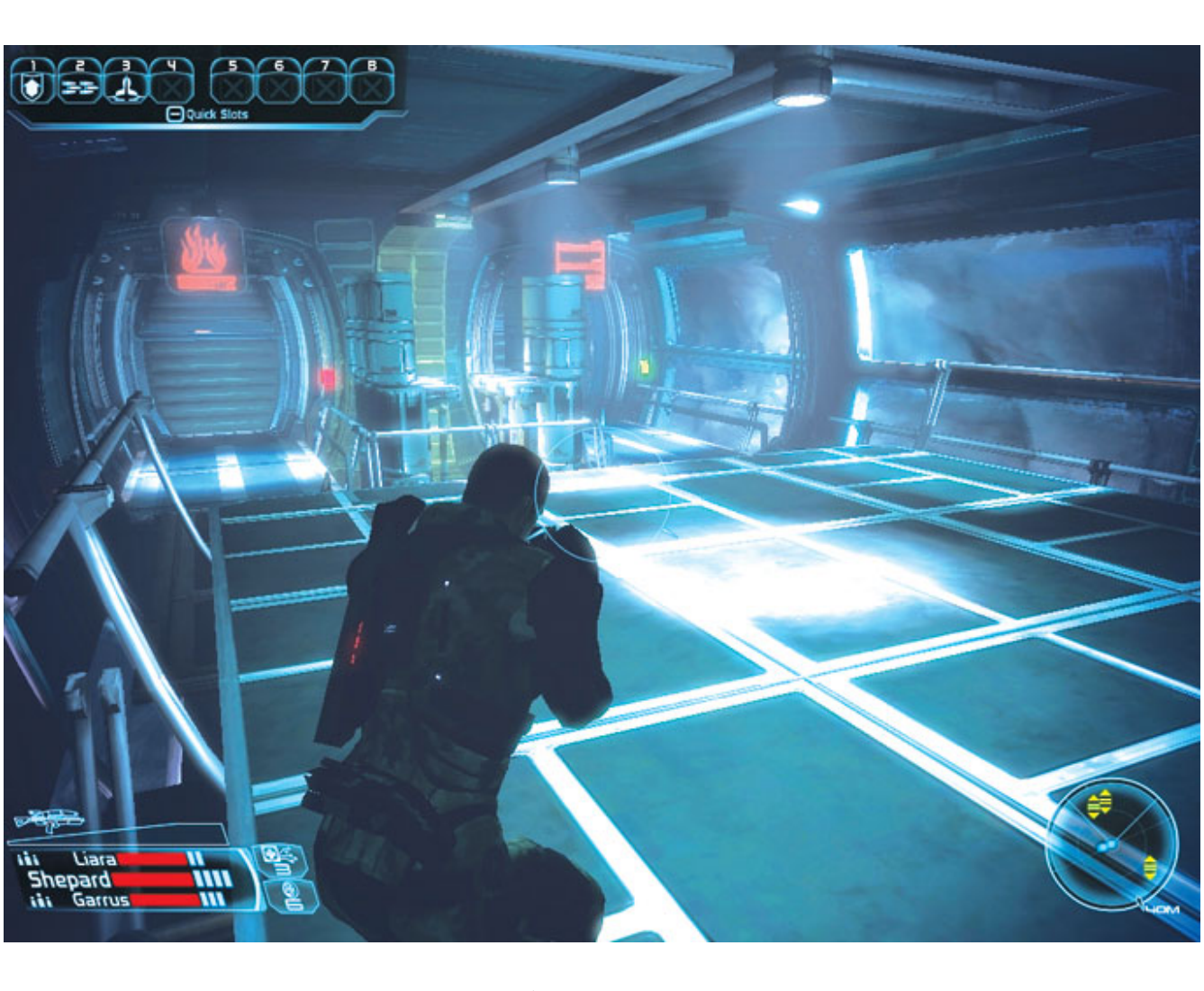
Cut them down from afar as you make for the distant tram car. Board the tram car and activate the panel on the wall to set off for the rift station. The Matriarch must be found.



Chapter 3: Noveria

Objective 4: Confront Benezia; Escape Noveria

Rift Station Lower Level

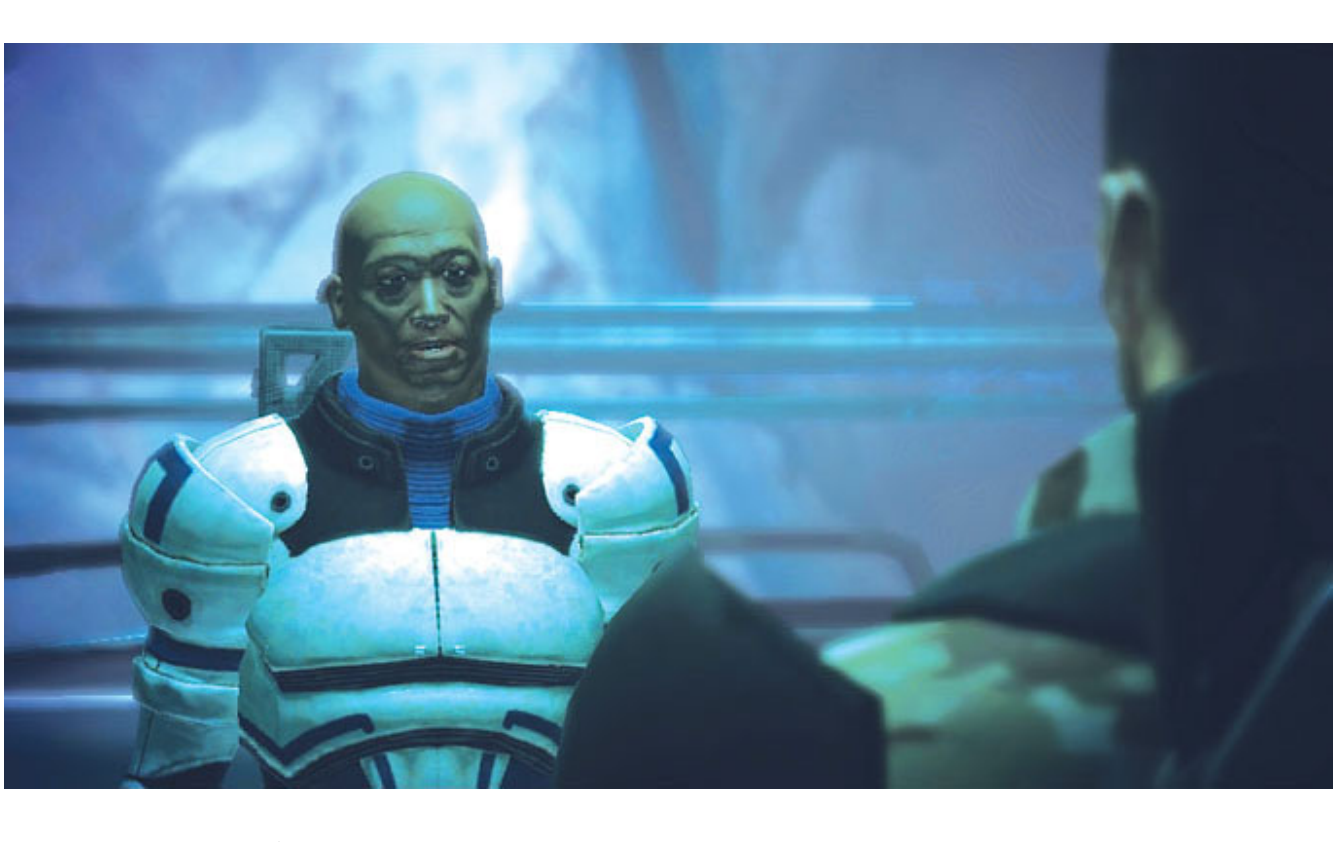


The Peak 15 tram car brings you straight to Binary Helix's main research lab, a remote facility called the rift station. You arrive at the station's lower level. Disembark and head north to locate a pair of doors.

The north door reads exit-only, so head through the adjacent door to the west. This brings you to a pair of elevators, only one of which is currently operational.

Take the elevator on your right to ride up to the station's next floor.

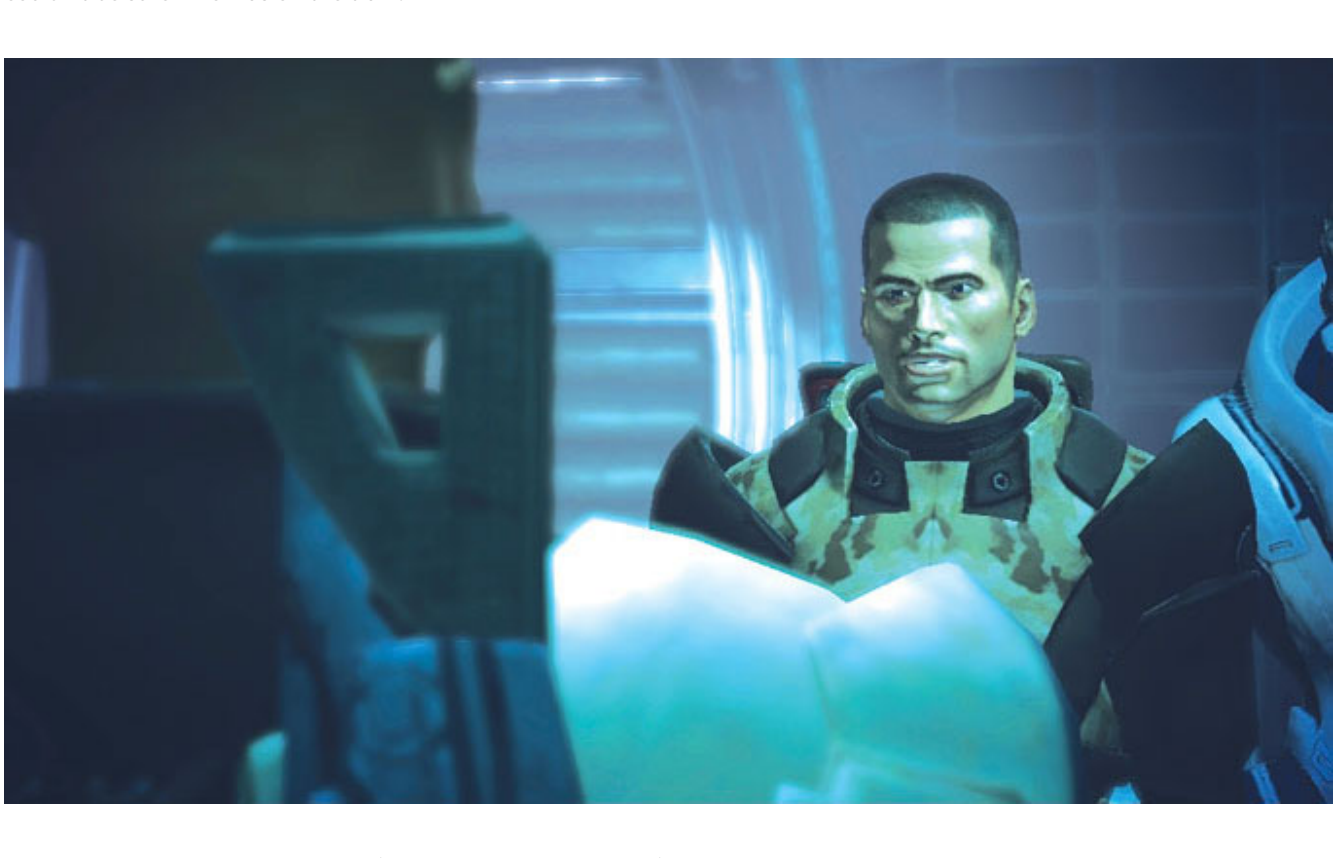
Rift Station Upper Level



Upon reaching the station's second floor, the squad finds themselves staring down the barrel of an assault rifle.

A group of soldiers stand watch just outside the elevator, but the leader quickly holsters his firearm when he sees Shepard's team isn't threat.

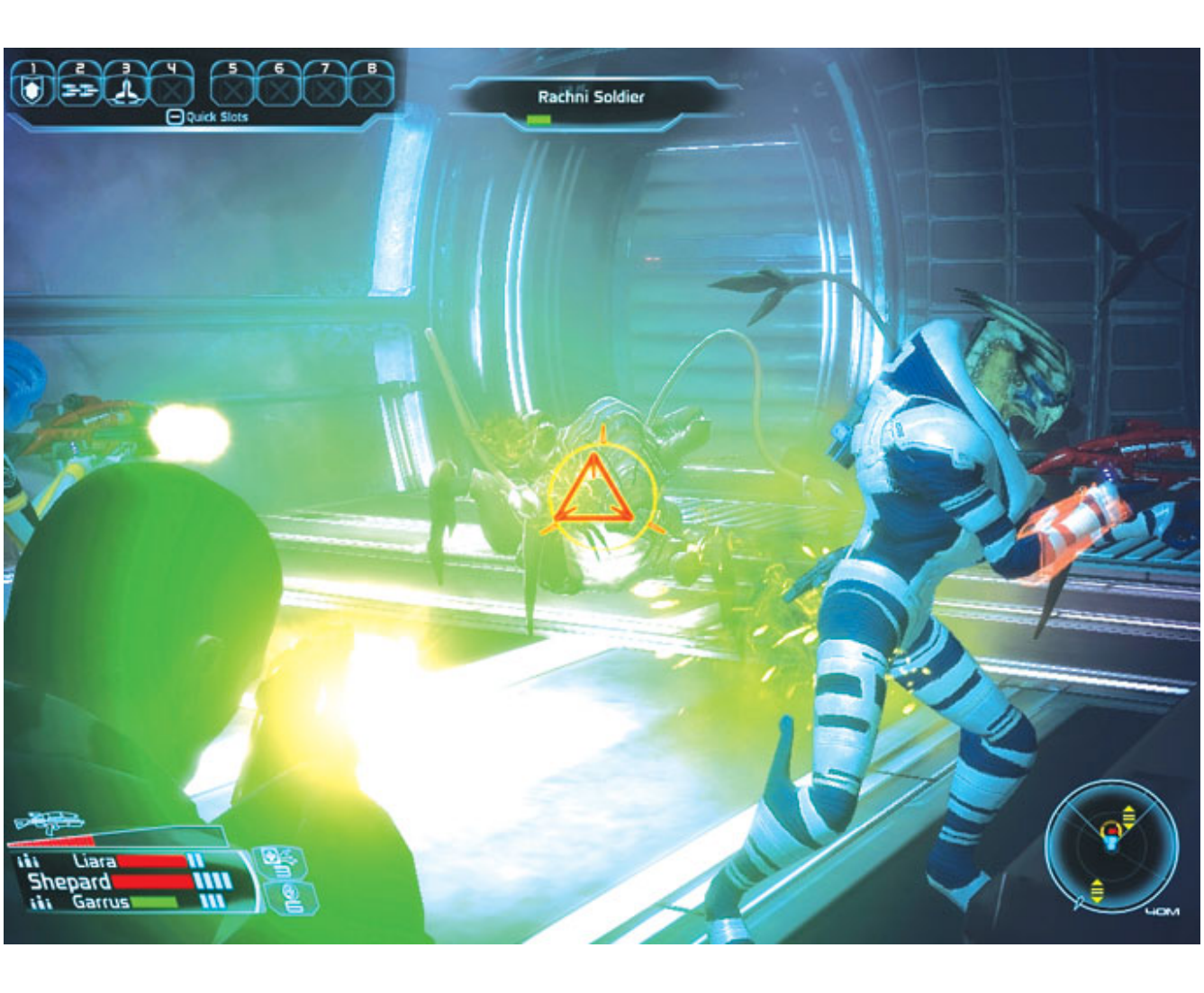
Approach and speak with the man, whose name is Captain Ventralis. The captain apologizes for the scare and says they couldn't be sure who was on the tram.



Introduce yourself to Ventralis, who's pleased to learn Shepard's a fellow military officer. He explains that the rachni have taken over of an important portion of the complex called the hot labs.

Apparently, the board sent an asari to clean up the mess, but she hasn't been heard from in quite some time.

He must be referring to Matriarch Benezia. Tell the captain you're here to help, and he hands you a pass to activate the other elevator you saw just moments ago, which leads down to the hot labs.



Continue questioning the captain to learn more about the rift station.

If your skill is high enough, you can persuade the captain to tell you about the complex's interior defenses and gain a few morality points in the process.

When the dialogue concludes, two rachni soldiers storm into the room through a floor vent. Lend a hand and help Ventralis eliminate them.

Note

If you want to conclude your business here at Noveria without further ado, simply return to the elevator, ride down to the station's lower level, then use the elevator that was previously locked down to visit the hot labs.

You won't find the Matriarch down there, but you will be able to initiate a neutron purge that obliterates all life at the station.

Normally, you'd do this after confronting the Matriarch, but it can be done right now if you like. For details, please flip ahead to the following Hot Labs section.

Exploring the Upper Level

Save the hot labs for later and search the rest of this floor instead. Captain Ventralis's office isn't far, but there's nothing much to see there.

Continue past it to reach a mess hall, where many of the surviving guards and scientists have holed up.

Speak with the nearby asari named Alestia Iallis for a brief chat if you like—Alestia doesn't have much to tell you though, and seems annoyed that you've interrupted her peaceful meditation.

Alliance Assault Drone

Rating: Elite

Resistances: Combat Biotics (Physics Immune)

Weaknesses: Tech

Powers:

- Hover

Basically the same as the Geth Assault Drone, but with less shielding and more armor.

Merchant Petozi

A massive elcor named Petozi stands in the center of the mess hall. He offers to sell you a few supplies if you're interested. Petozi apologizes in advance, saying most of his stock has been appropriated by Captain Ventralis's guards.

Still, the elcor has some worthy items and gear, and you'll need everything you can get for the coming battles.

Dr. Palon

A salarian named Dr. Palon is trying to get a bit of rest at the mess hall's northeast corner. Speak to the doctor to learn more about life at Peak 15 prior to the attack.

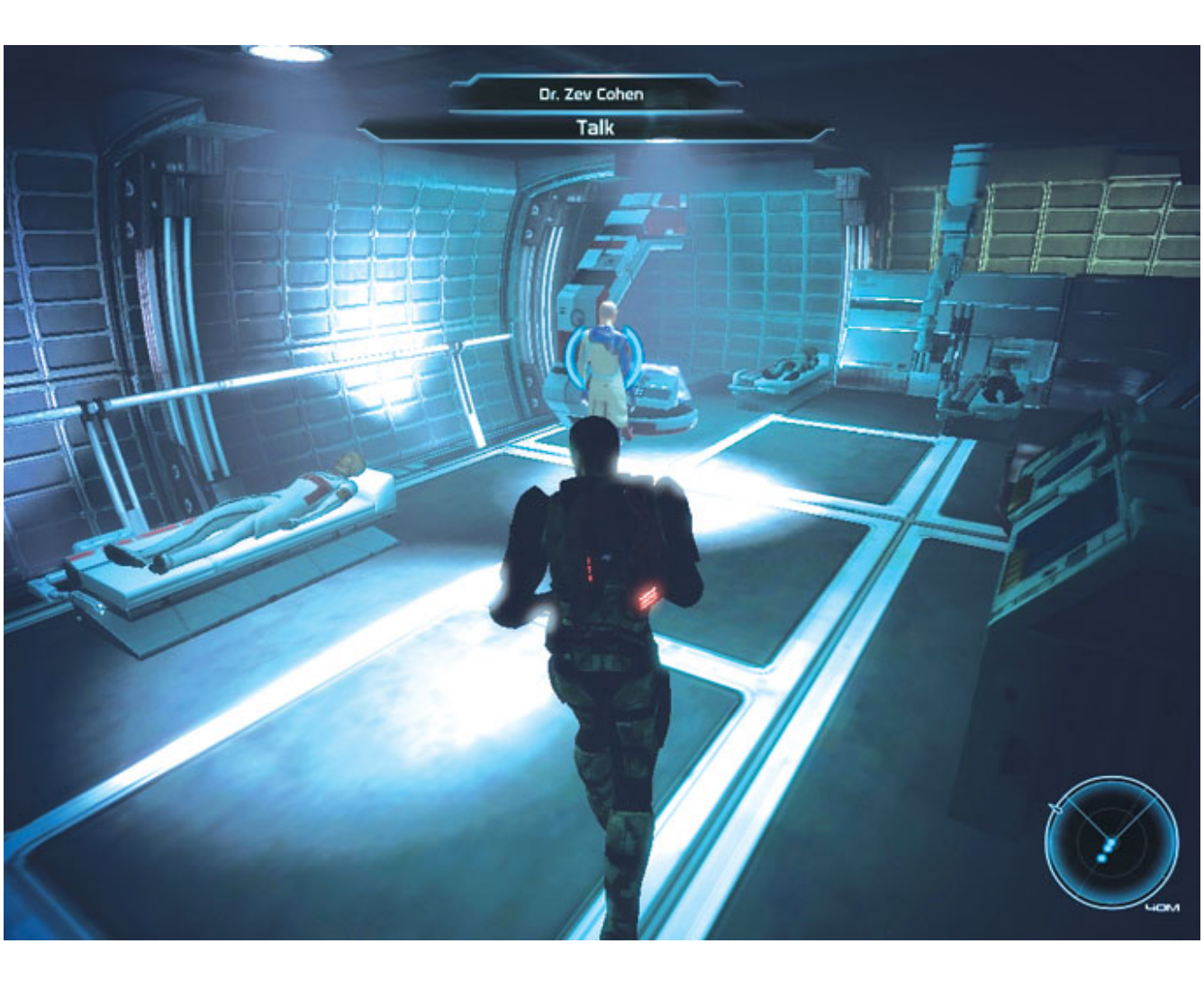
Palon can also tell you a bit about what's happened here at the station, but he won't offer many details for the sake of keeping his job.

Instead, the troubled salarian advises you to speak with a Dr. Cohen and someone named Han Olar for more information.

Tip

Pay a quick visit to the guard barracks to the east of the mess hall to find and loot a STORAGE LOCKER and WEAPON LOCKER. Also, you can get the "medi-gel" Secondary Codex by using a piece of equipment in Cohen's medical bay.

Dr. Cohen

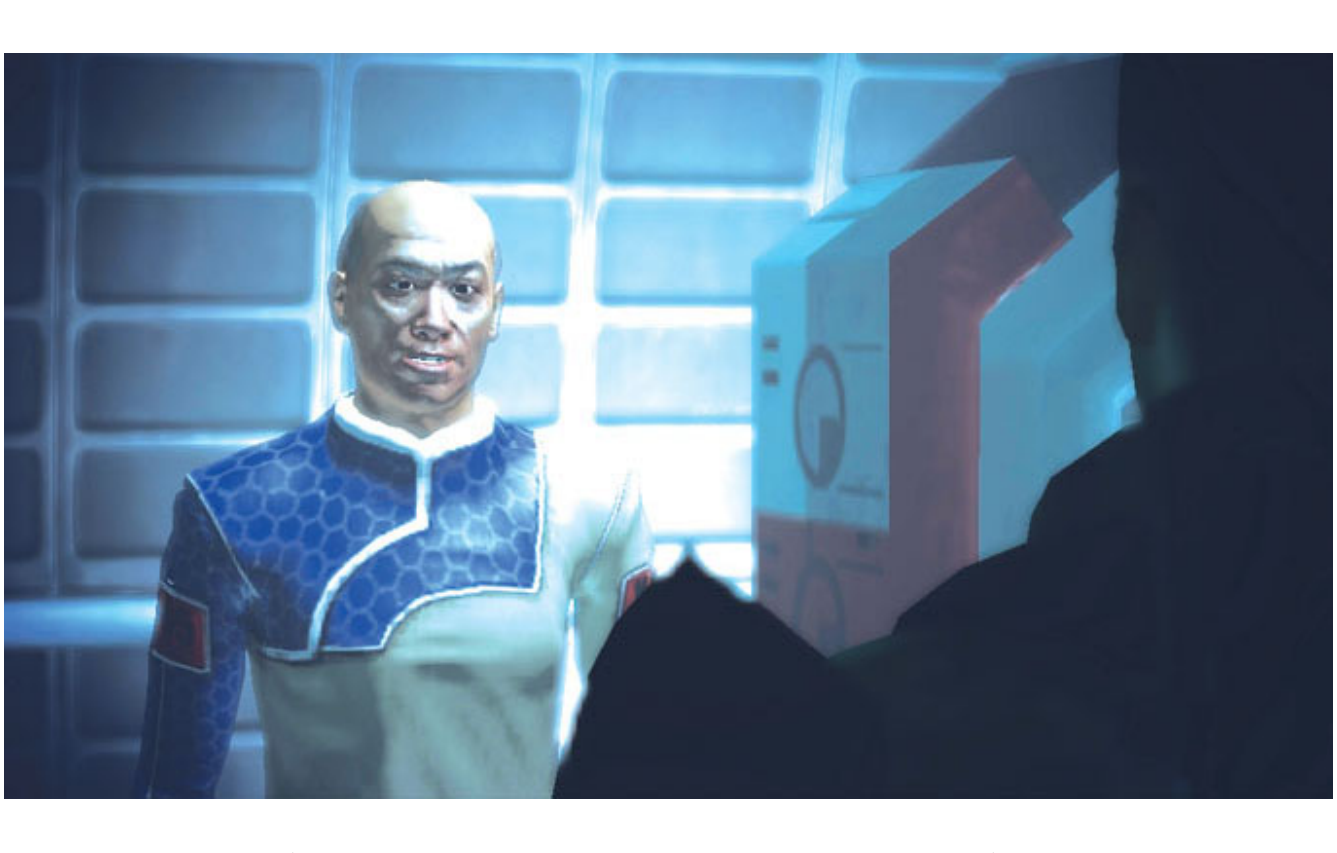


Travel down the winding flight of stairs to the west to visit the offices of Dr. Zev Cohen, head of the rift station science team.

The doctor is hard at work treating victims who've suffered exposure to some form of toxin, but he's reluctant to get into details.

Persuade Cohen if your skill is high enough and you'll discover that his team has been working on a bioweapon called Thoros-B that would poison a specific kind of life form they've recently discovered.

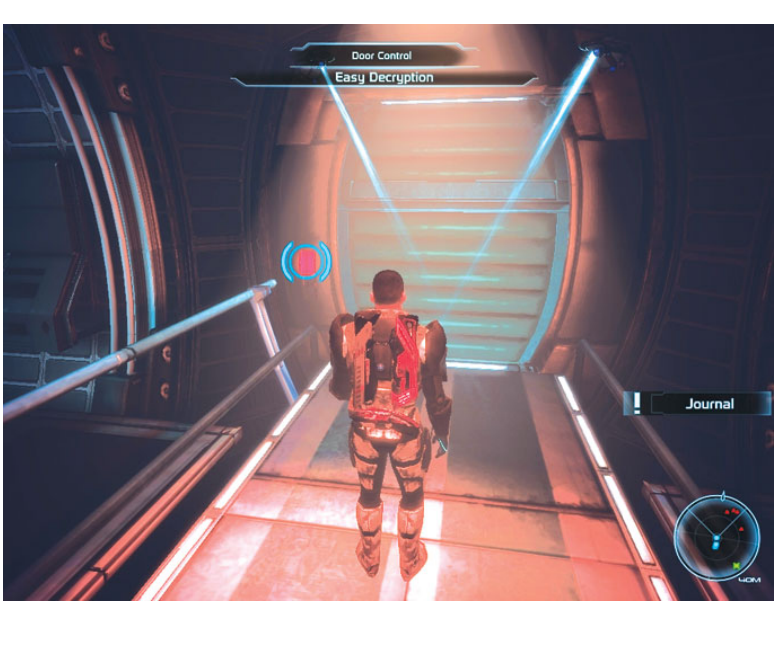
When things went haywire at the station and the rachni escaped, many of his fellow workers were exposed to the toxin they'd been developing.



Dr. Cohen says all the team's notes and data on the toxin have been locked away in the station's quarantine lab. Apparently, Captain Ventralis doesn't want to risk Dr. Cohen's making the situation any worse.

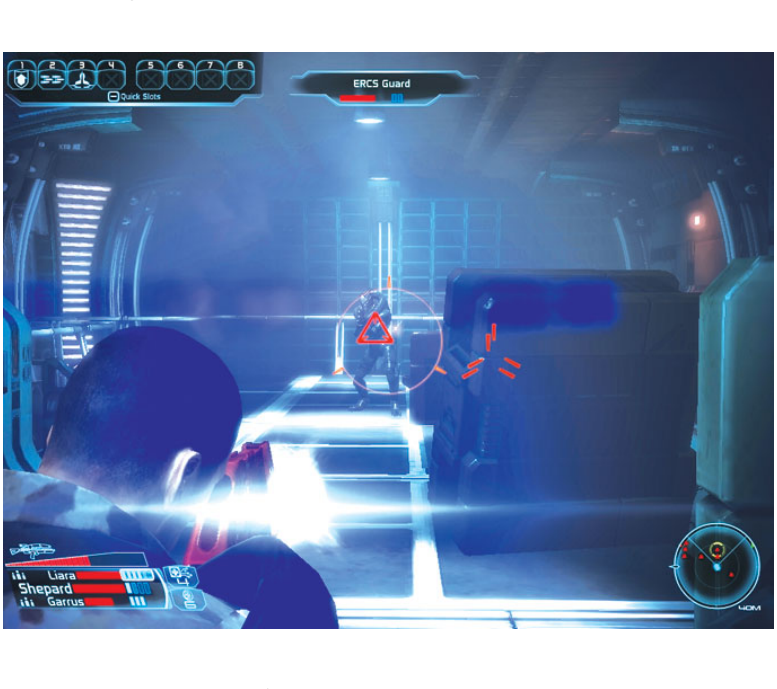
The doctor insists that those files will allow him to generate a cure for his team, however. You've already proven yourself to Ventralis; perhaps you can convince him to grant you access to the lab.

Kill 'Em All



Assisting Dr. Cohen in creating a cure is the most heroic means of advancing the main story here at the rift station, but there's a much faster way.

Approach the security door in the hallway north of the mess hall and decrypt its lock to gain access to the guard-filled corridors beyond.



Beware: Picking the door's lock instantly places you at odds with the guards within the station, who have locked that door to protect the rachni queen from prying eyes.

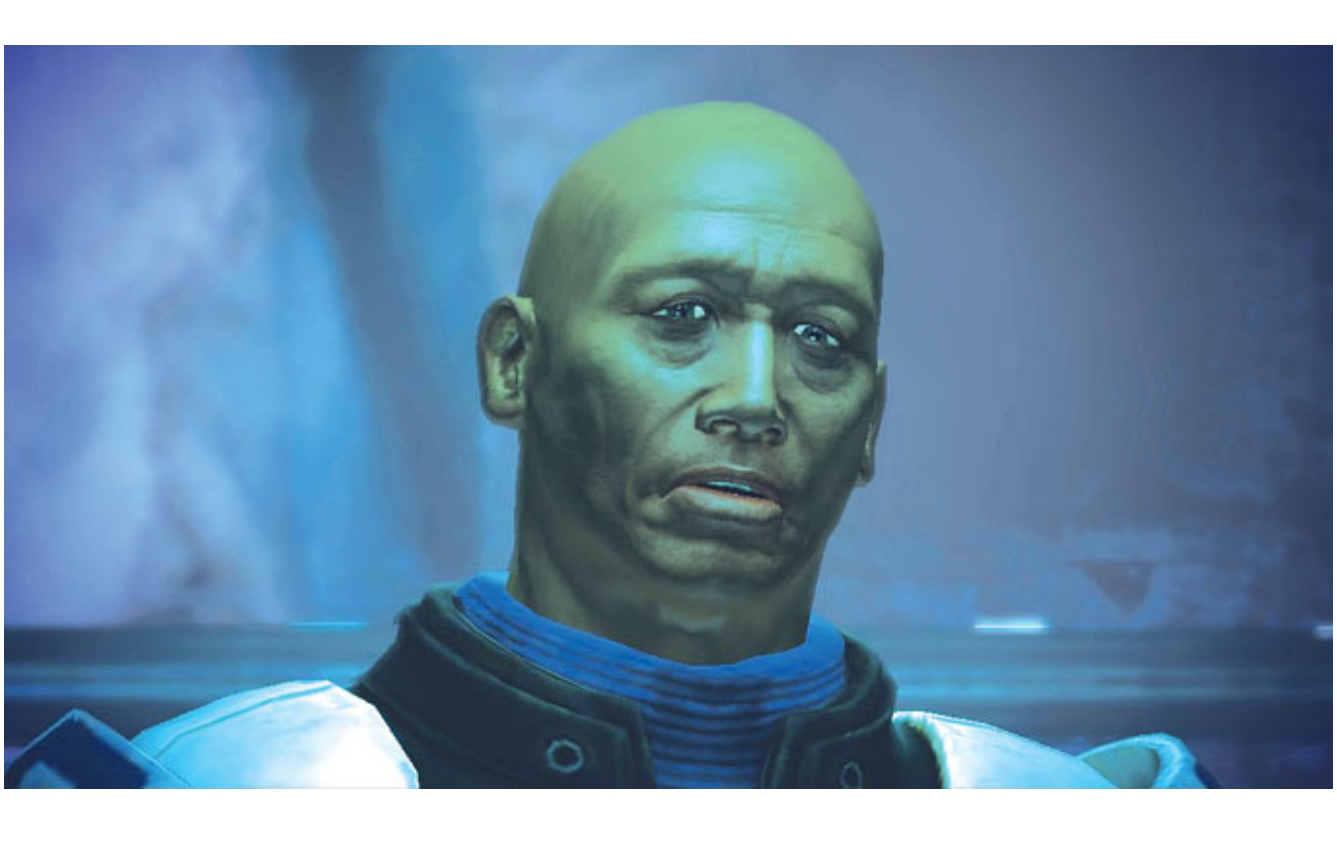
The queen is a closely-guarded secret, known only to a few employees, and one Binary Helix still hopes to profit from.

Two powerful assault drones near the door open fire the moment you decrypt the lock, so this is a very messy means of moving forward.

It can also net you a hefty amount of experience, though you receive no morality points one way or the other.

If you're playing the role of the Paragon however, ignore the locked security door entirely and continue following the walkthrough.

Convincing Ventralis



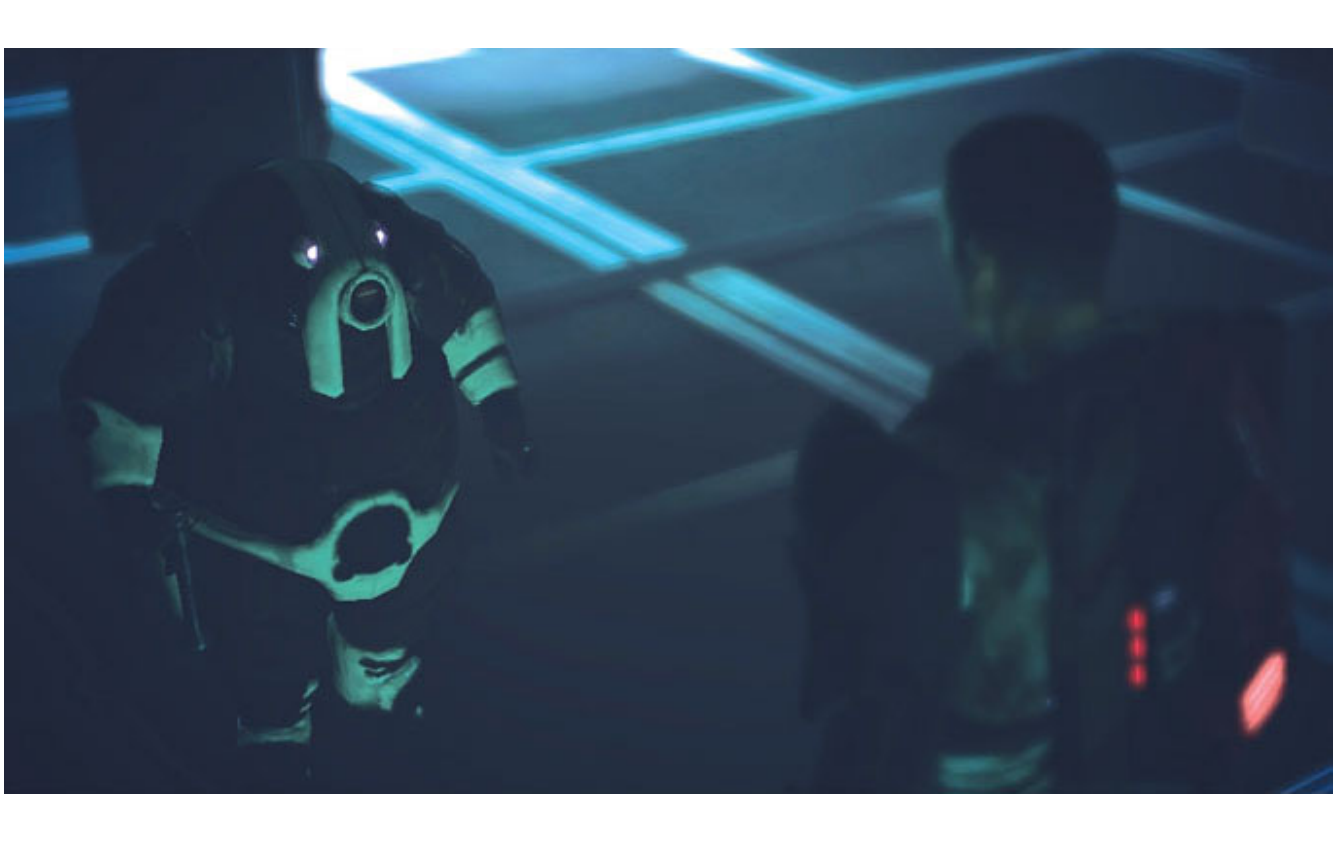
Return upstairs and pay a call on Captain Ventralis, who still stands watch over the south elevator.

Ask the captain to grant you access to the quarantine lab so you may extract the data Dr. Cohen needs to formulate his cure for the rachni toxin.

After a bit of coaxing, Ventralis reluctantly agrees and radios to the lab's guard that you've been granted clearance.

Now, return to the mess hall and head down the western hallway and take the far elevator to access the scientist barracks on the station's lower level.

Scientist Barracks

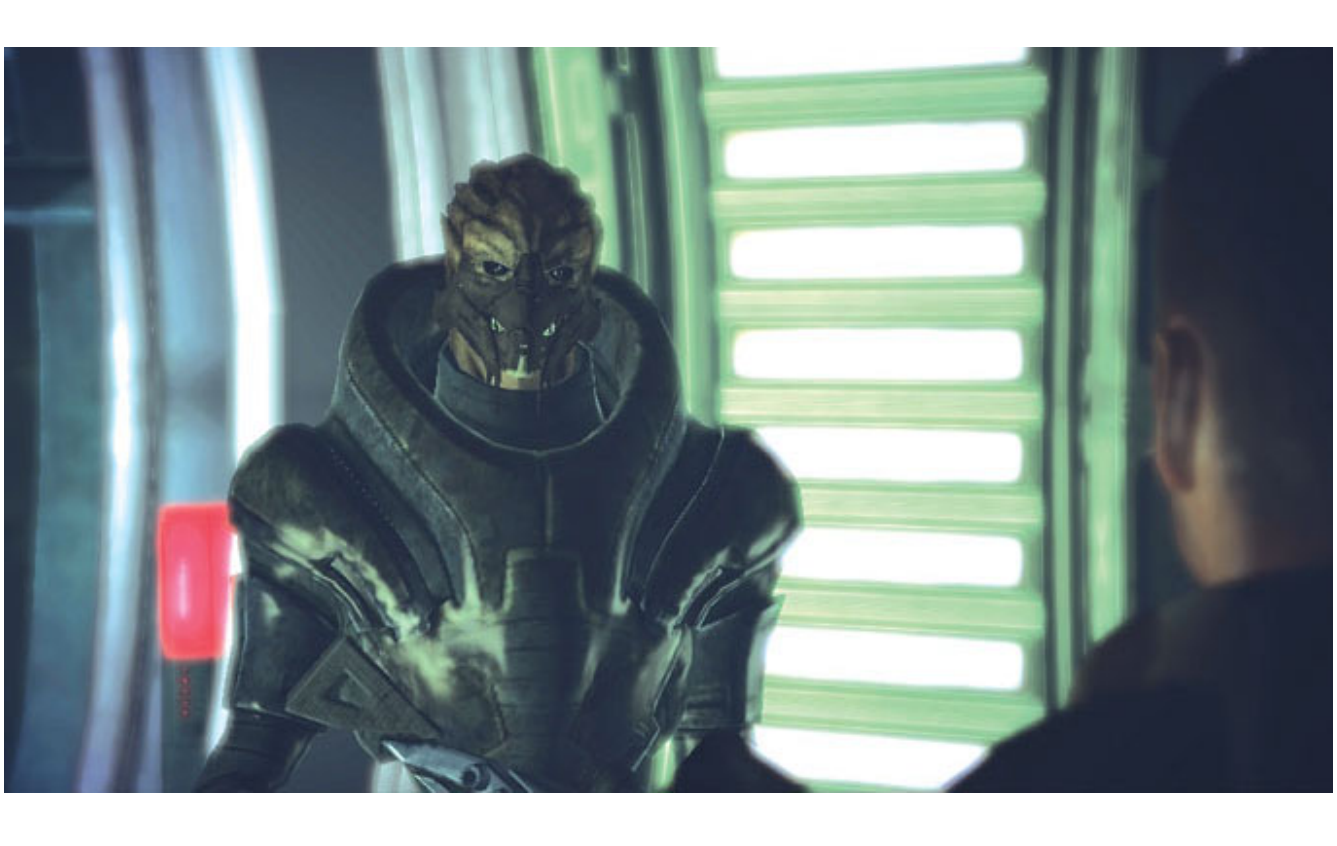


A squat volus named Han Olar stands in the center of the scientist barracks. This is the volus Dr. Palon told you to speak with. Chat with Han to learn he was the only survivor when the hot labs went critical.

The volus reveals that Binary Helix was able to revive the once-extinct rachni race using an ancient egg they'd found. Han advises you to speak with Dr. Cohen to obtain a pass to access the nearby maintenance tunnels.

Tip

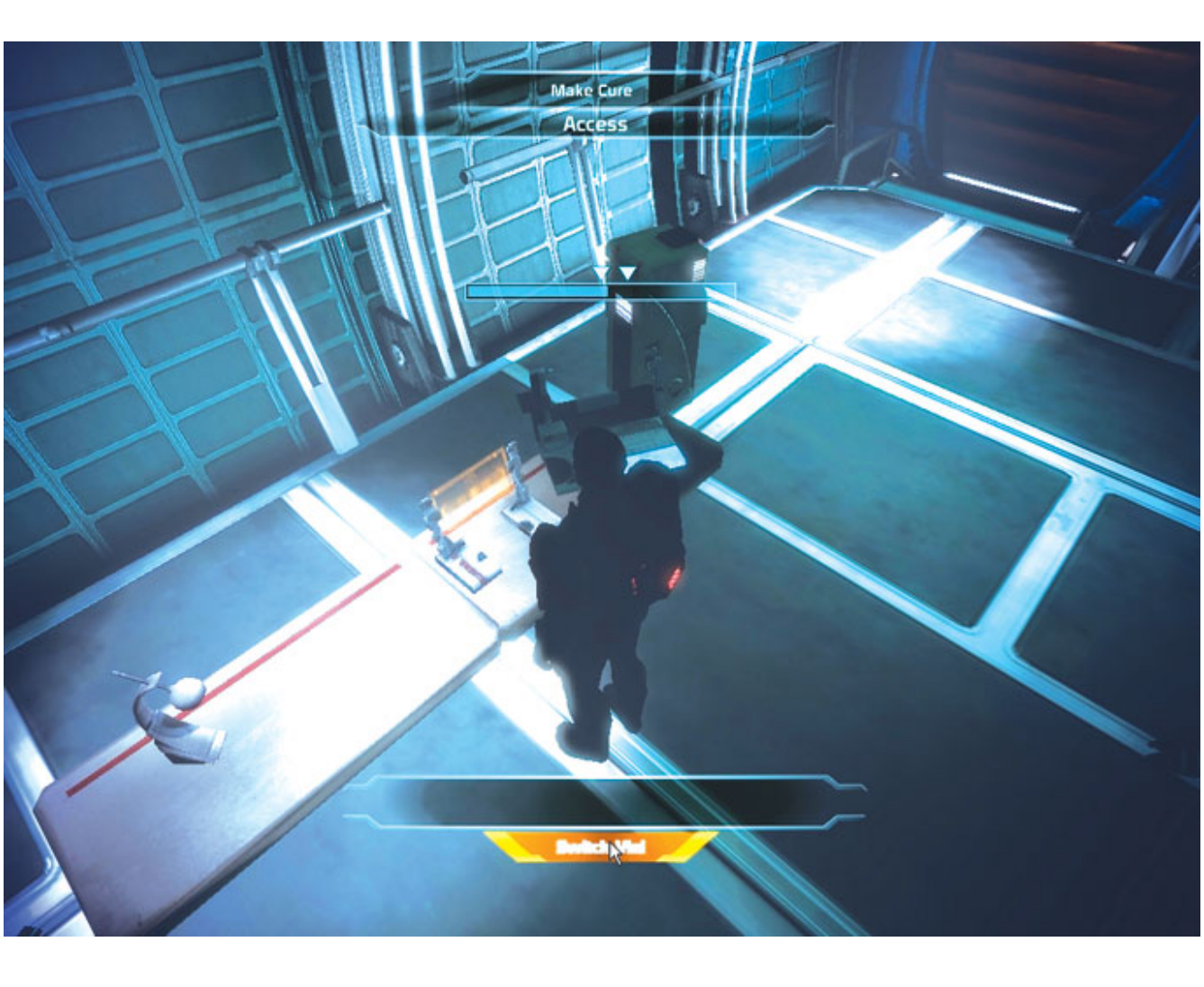
Utilize the nearby AID STATION to acquire medi-gel if you're low. A STORAGE LOCKER stands near the hallway to the maintenance tunnel as well.



After speaking with the volus, make a quick equipment check and then approach the ERCS guard standing outside the quarantine lab.

The guard has received Captain Ventralis's order and steps aside. Save your game and then enter the lab.

Quarantine Lab

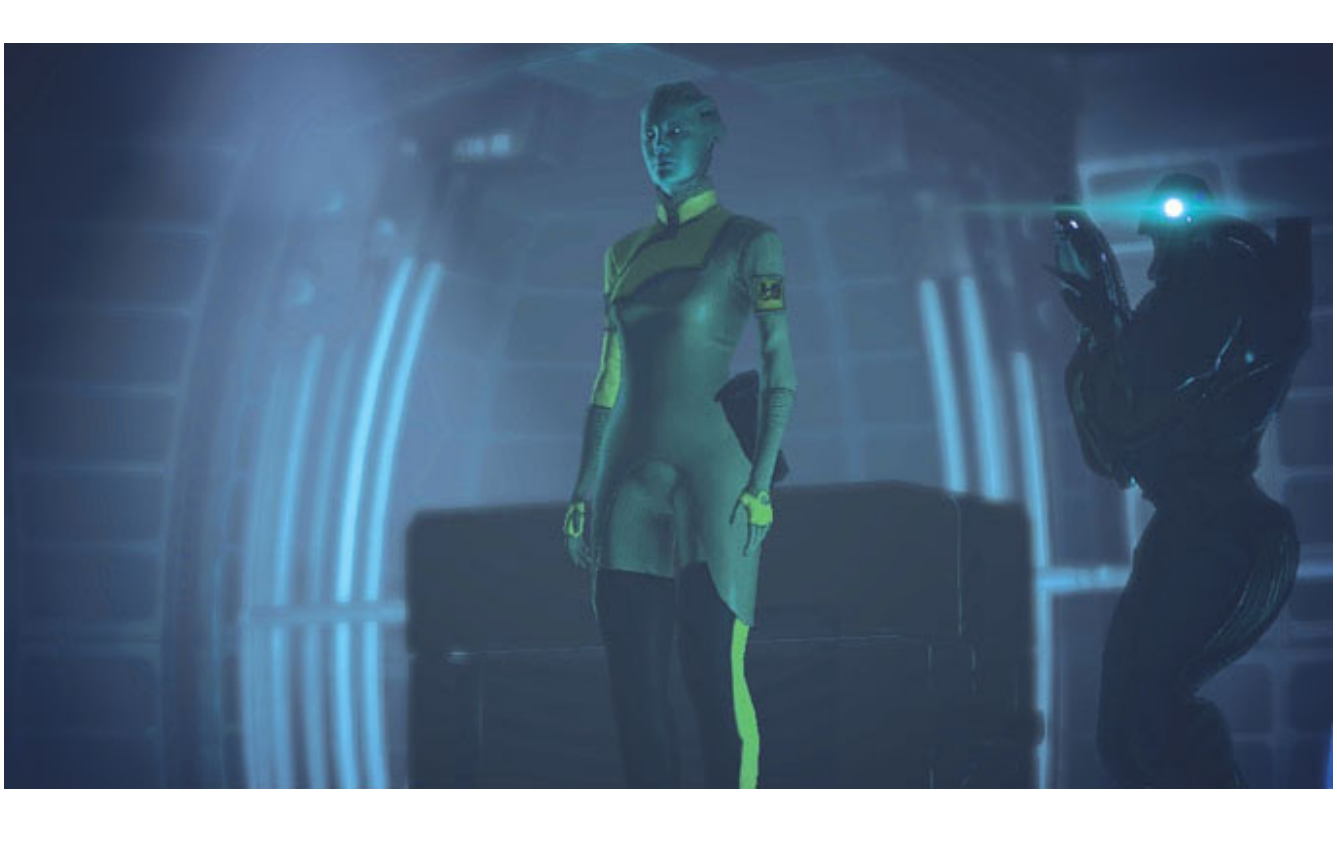


The small lab features a number of item-holding containers. Loot each one, then approach the computer console on the far desk.

Press [E] to begin a short, simple minigame in which you must develop a cure for the toxin that's poisoning the scientists.

Click the Switch Vial button after the meter passes the first indicator but before it reaches the second.

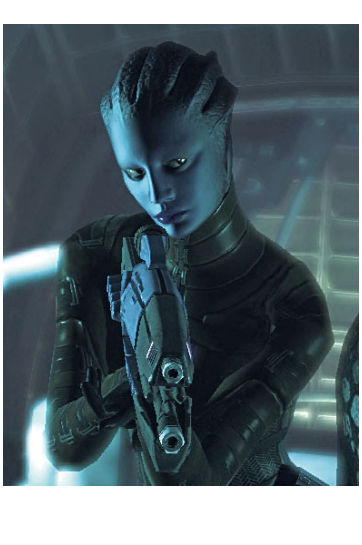
Deadly Double Cross



Just moments after creating the cure, Shepard and company are surprised to see the asari they met out in the mess hall, Alestia Iallis, enter the quarantine lab alongside two geth troopers and an **asari commando** .

It seems Alestia is working with Matriarch Benezia; she has orders to kill Shepard if the opportunity permits. Seeing the Spectre trapped inside the lab was too good to pass up.

Asari Commando



Rating : Sub-Boss

Resistances : Biotics, Tech

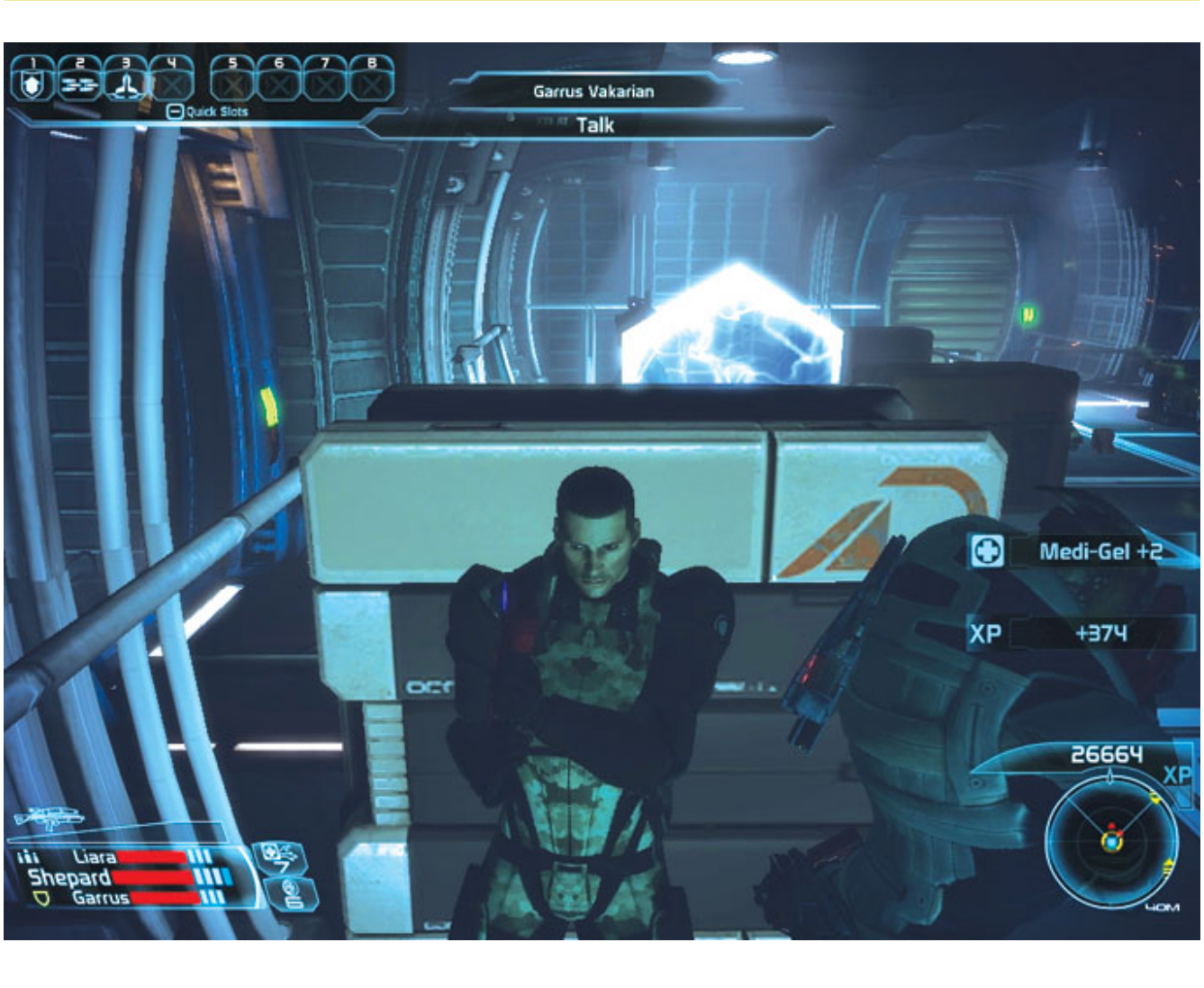
Weaknesses : None

Powers:

- Barrier
- Lift
- Marksman
- Throw
- Warp

Asari commandos are formidable trained combatants who draw heavily on their vast array of biotic abilities to hamper and weaken their adversaries.

Commandos can make even the simplest of fights a truly trying experience. They're vulnerable to conventional attacks, however. Cut them down with heavy gunfire as quickly as possible.



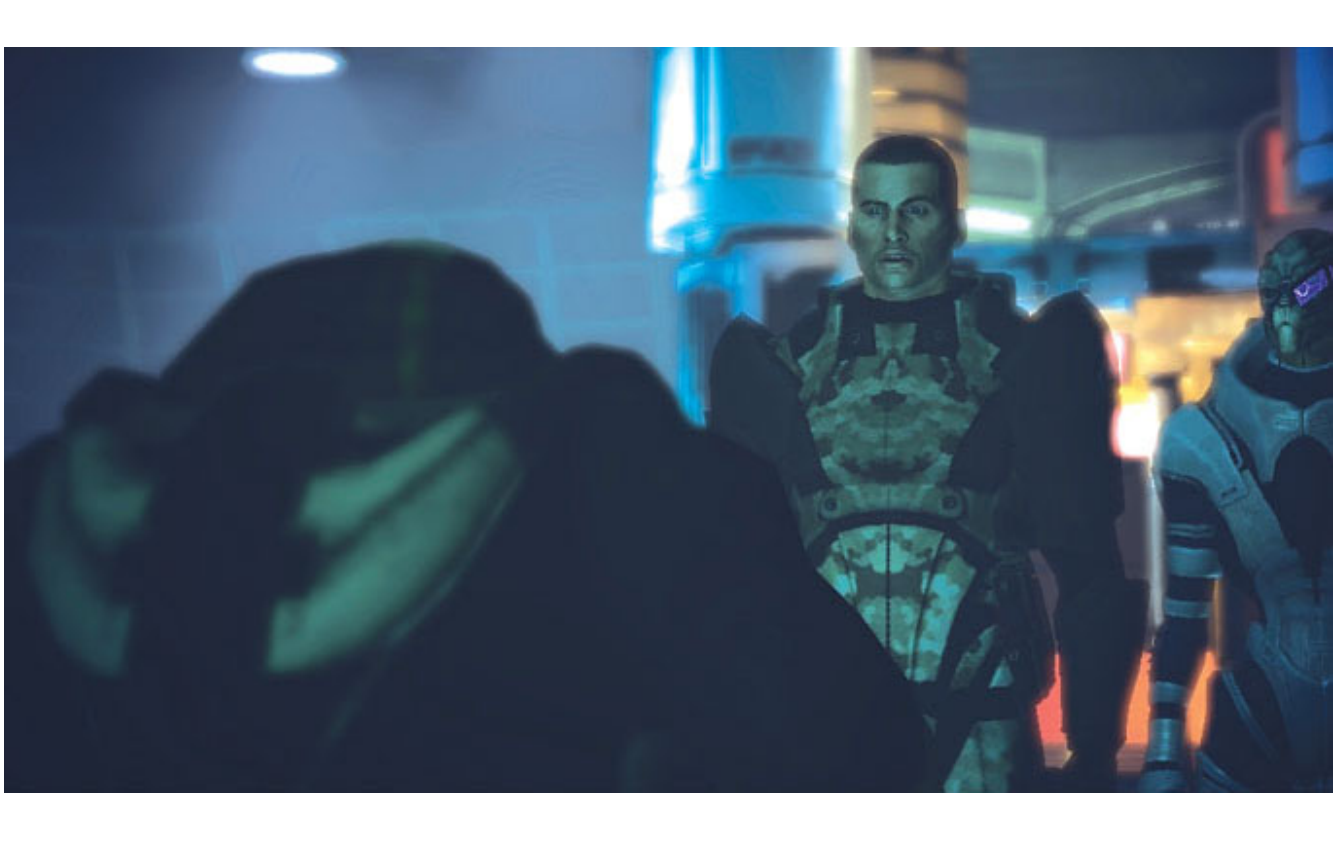
When the battle begins, immediately seek cover behind one of the two large crates at either side of the room—these objects are too heavy for the asari biotics to lift or throw.

Once entrenched, simply unload on the hostiles with everything you've got, employing all of Shepard's most potent combat abilities. Shred these villains as fast as you can or their attacks will quickly start to add up.

Tip

Asari commandos are resistant to biotic abilities and will spam throws at your party, then tear into your team while they're sprawled out on the floor.

The Neural Shock Talent is the most effective way of disabling asari commandos because it isn't a biotic ability.



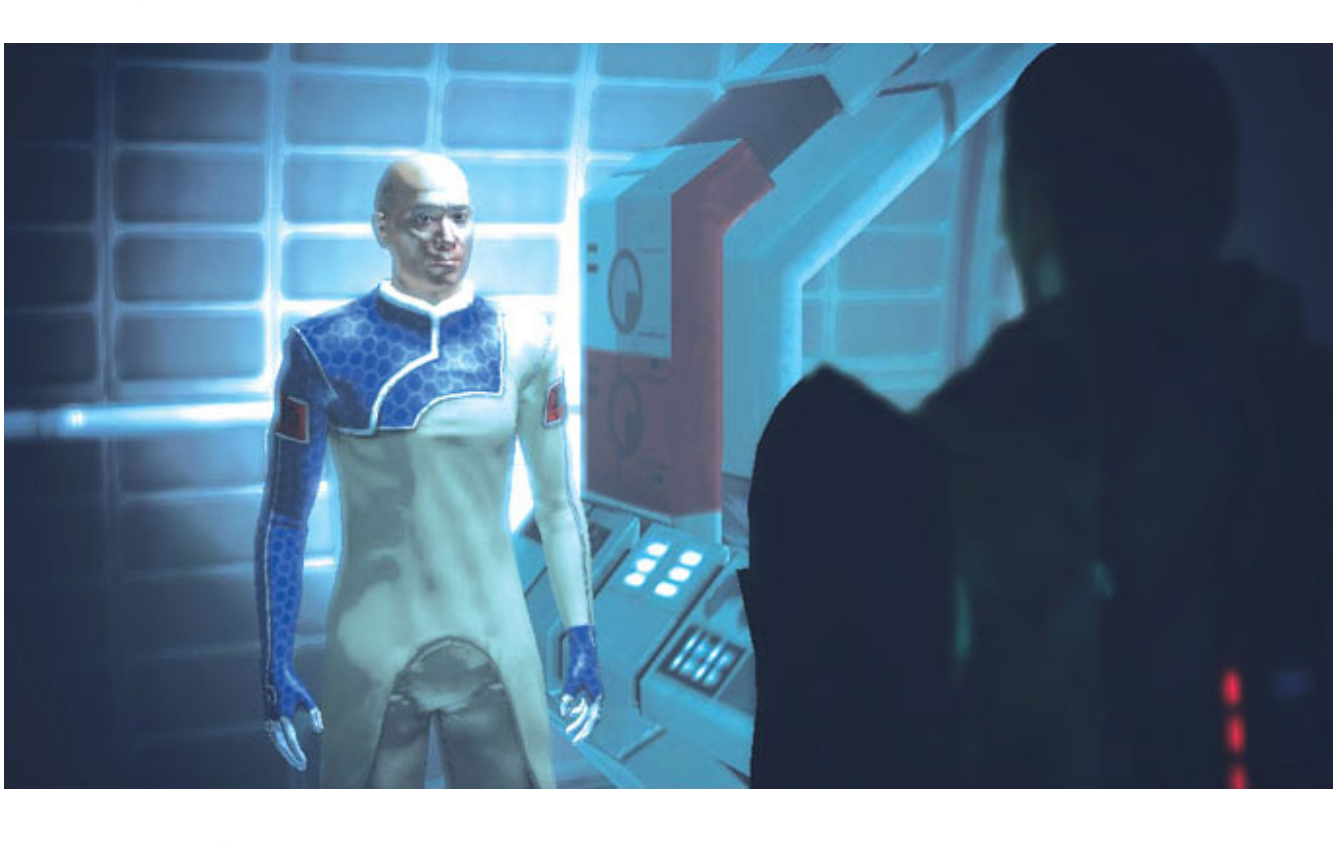
Exit the lab when the battle resolves and speak with Han Olar in the scientist barracks outside.

He tells you that the geth came from the nearby maintenance tunnel, and that they were brought to the station by Matriarch Benezia. The treacherous asari can't be far.

Question Han about the maintenance tunnel if you haven't already to learn that Dr. Cohen would most likely have a pass to get you through.

You're already on your way to hand Cohen the cure you've created, so waste no more time here. Return to the station's upper level and pay another call on Dr. Cohen.

Obtaining the Maintenance Pass



When told of Alestia's recent maneuver, Dr. Cohen finds it hard to believe the young asari could have been capable of such a horrible act.

He then recalls that Alestia was a somewhat recent addition to the project; one of BH's major shareholders pulled strings to get her on board.

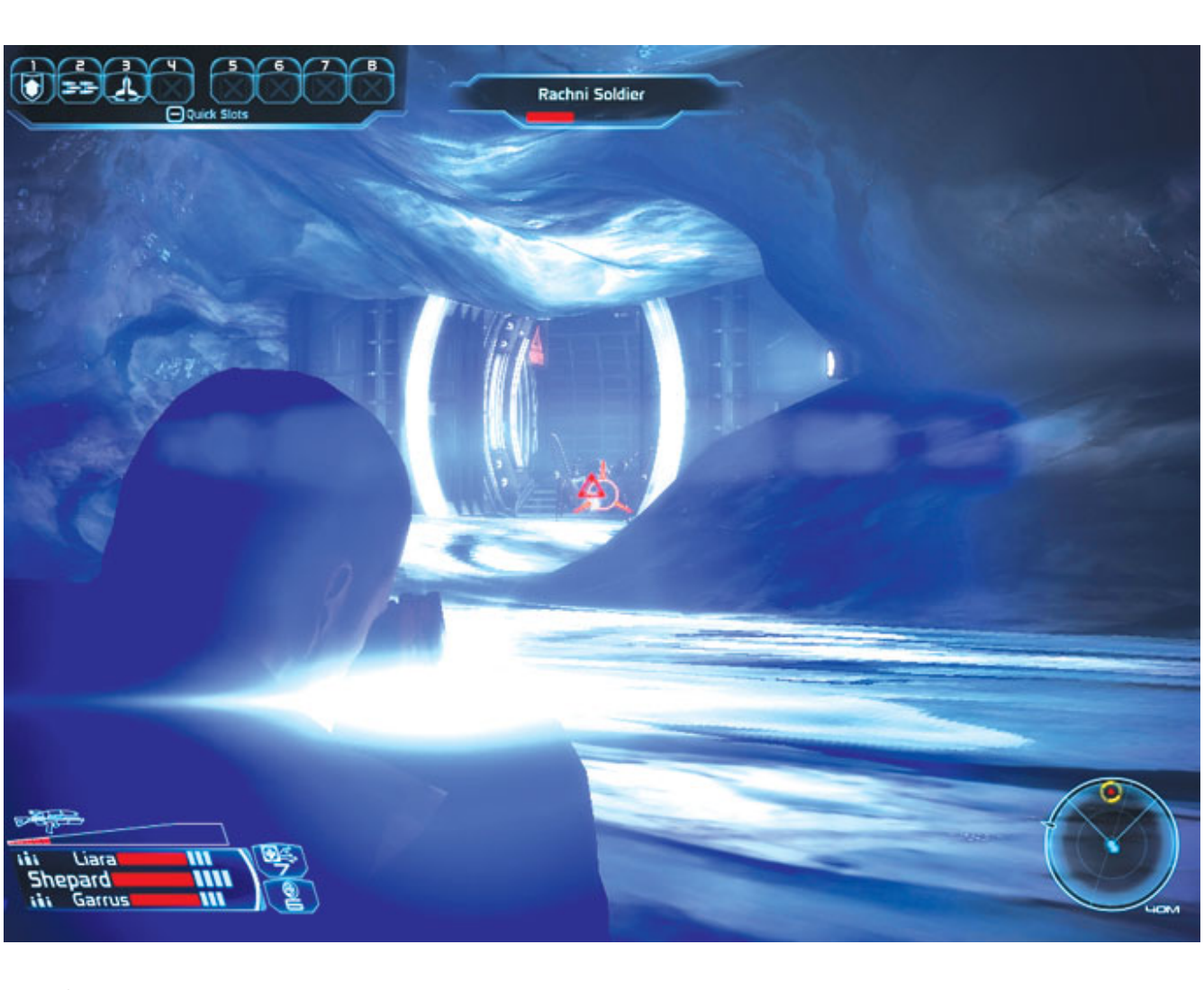
Turns out that shareholder's name is none other than Saren, the villainous ex-Spectre. He and Benezia must have been expecting you.

Cohen is thrilled that you've managed to secure the cure and gladly offers you his access pass to the maintenance tunnel.

You've just earned yourself a pile of Paragon points, and you're now free to continue your pursuit of the Matriarch.

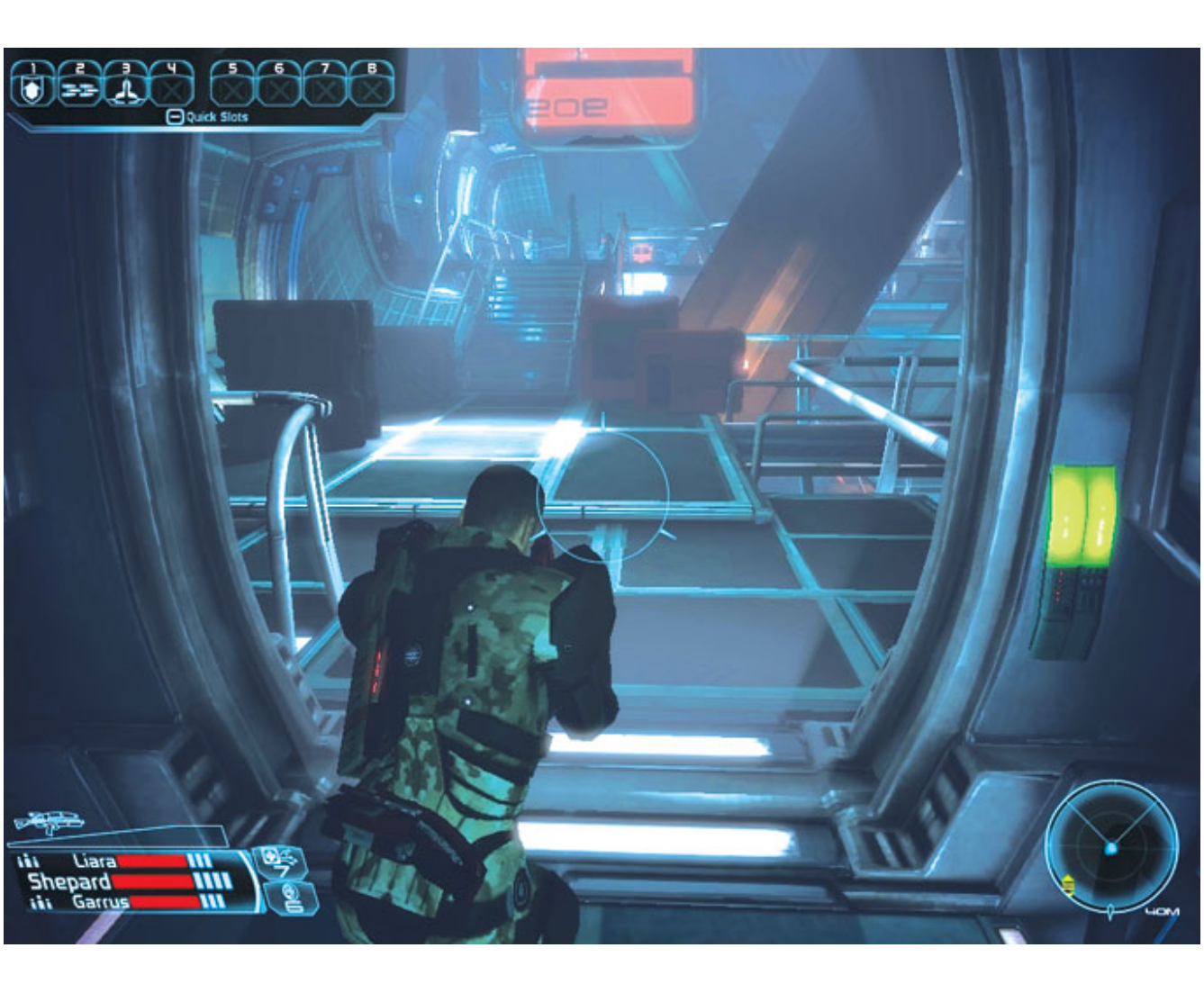
Persuade the doctor one final time to obtain some spare medi-gel if you can. Then return to the elevator and ride back down to the scientist barracks.

Maintenance Access



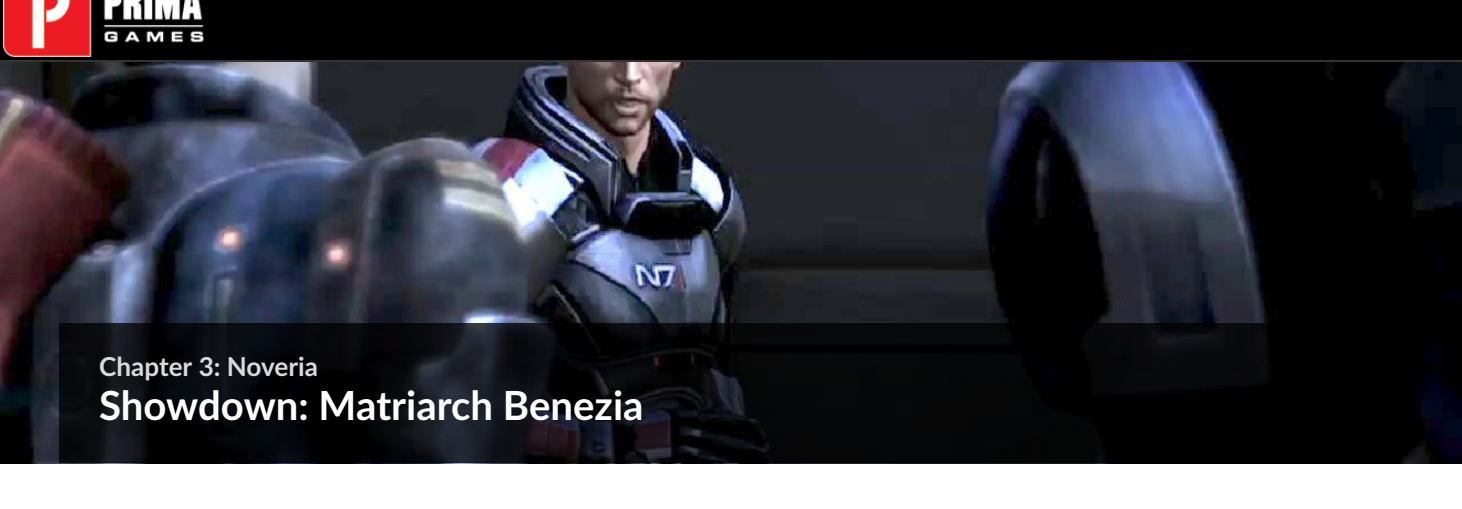
Cohen's pass is all you need to enter the cavernous north maintenance passage. You encounter a few rachni soldiers at the tunnel's far end, but they're nothing your team can't easily handle.

Proceed through the far door they were guarding to return to the complex proper.



Crack open the **storage locker** and **upgrade** kit in the hostile-free corridors that follow the maintenance passage. Your next stop is the chamber to the south, where the Matriarch awaits.

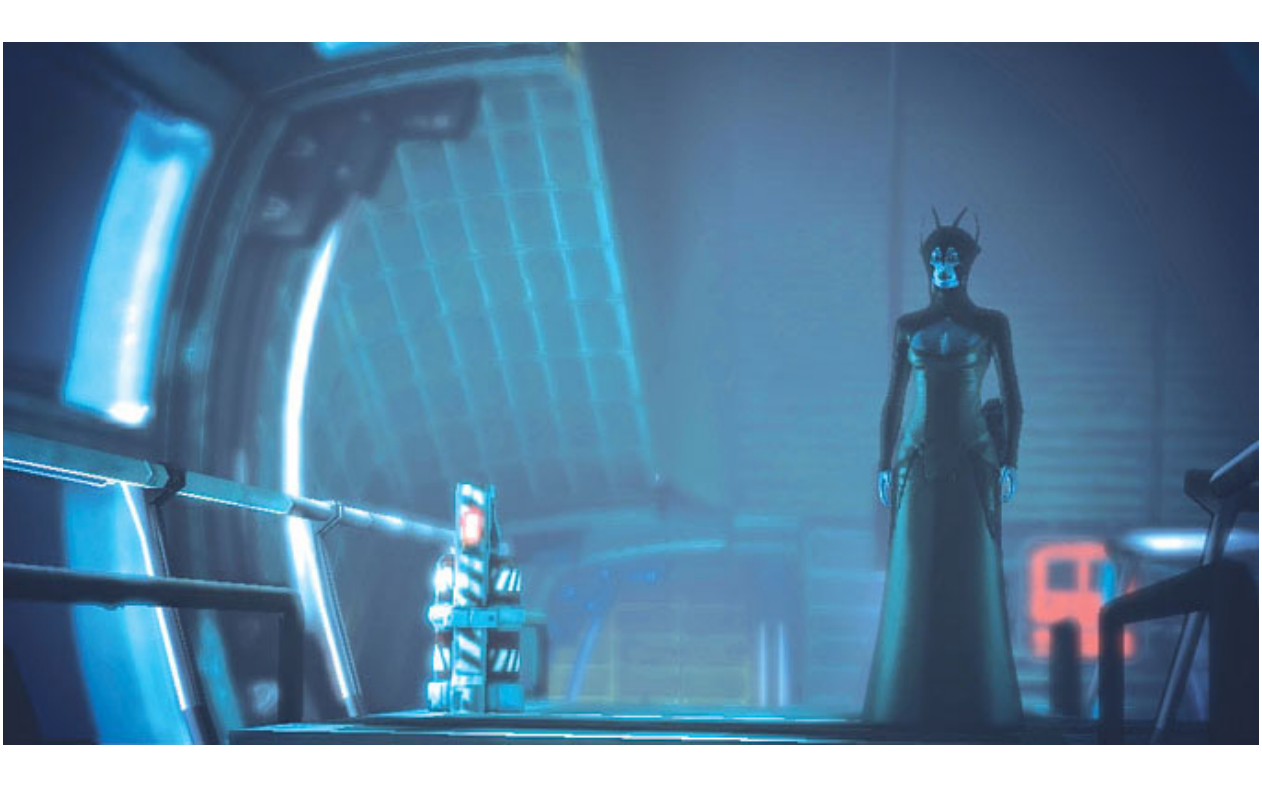
Ready your squad for intense combat and save your progress near the door, then pass through to finally reach the final showdown with Benezia.



Chapter 3: Noveria

Showdown: Matriarch Benezia

Dispatching the Guards



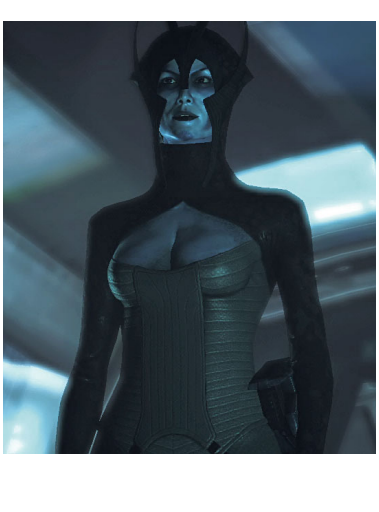
Entering the secure lab, Shepard and crew find Matriarch Benezia staring listlessly at a massive rachni encased in a protective cell.

It must be the queen! The Matriarch informs her visitors that Saren had been planning to raise an army of rachni soldiers—one that would easily lay waste to all who would oppose his will.

Seeing her daughter standing at Shepard's side, Benezia goes on to say she won't be moved by sympathy.

No longer interested in exchanging words, the Matriarch quickly summons a pair of asari commandos to her side, and the epic battle begins.

Matriarch Benezia



Rating : Boss

Resistances : Biotics, Tech

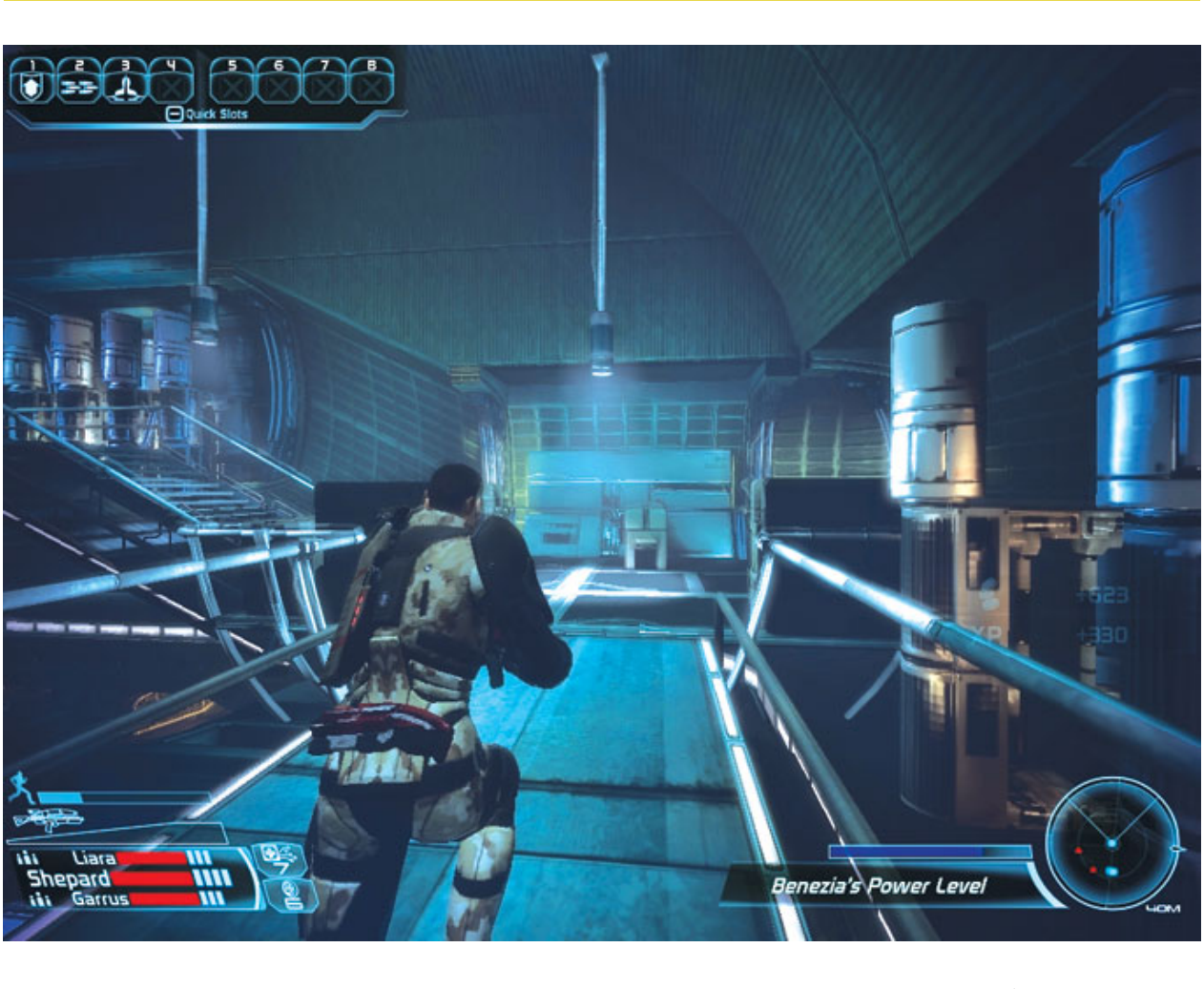
Weaknesses : None

Powers:

- Barrier
- Lift
- Marksman
- Stasis
- Warp-Throw

Benezia is the most powerful biotic in Citadel space. Her abilities far exceed those of trained asari commandos, and her desire to do Saren's bidding knows no bounds.

Only the foolhardy would dare to cross the Matriarch—and they wouldn't live long enough to regret it.

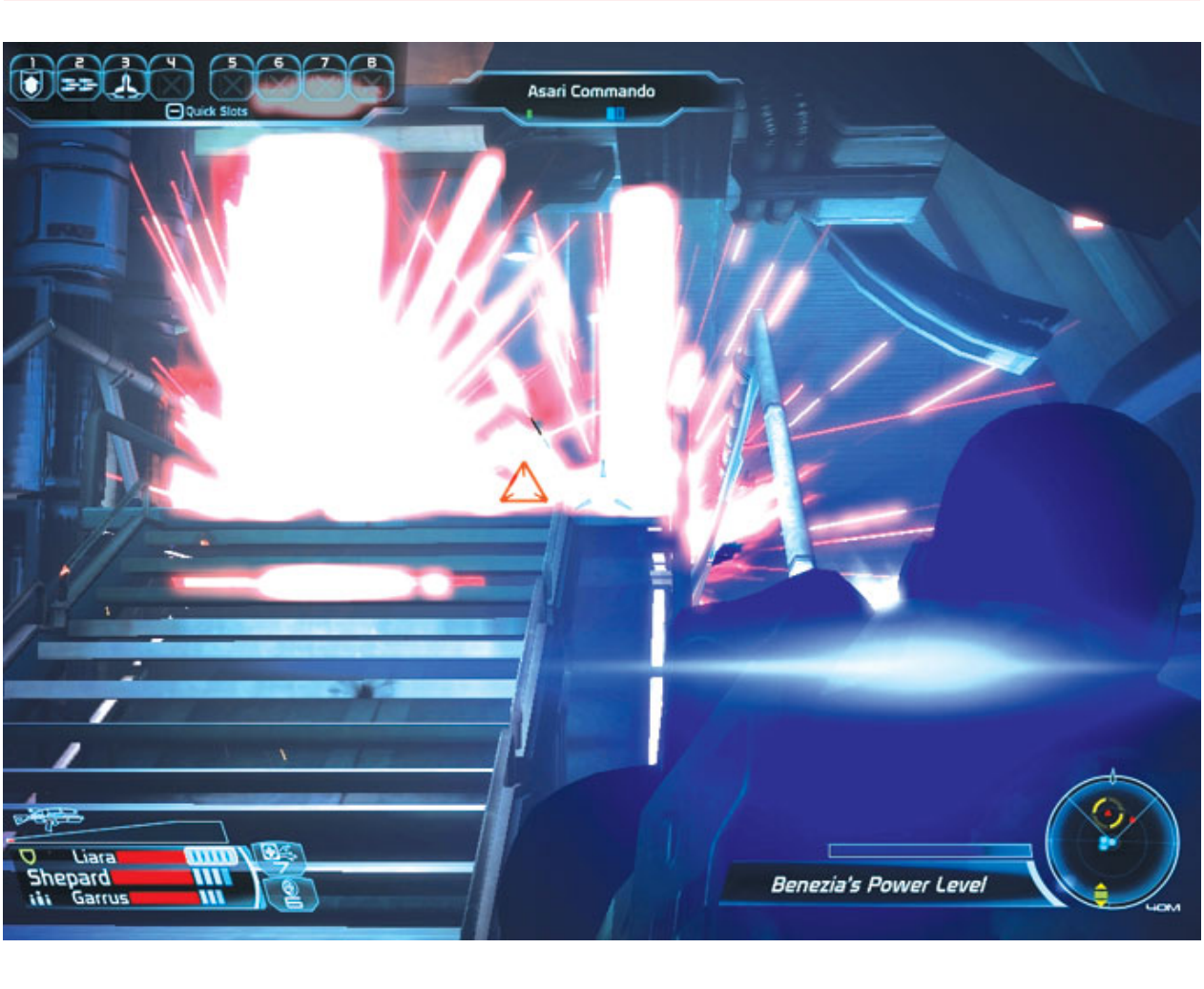


The moment you gain control, dash to your right, sprinting down the walkway and heading for the chamber's west side. This helps you avoid the initial onslaught of biotic attacks you're sure to face.

More importantly, Benezia is unable to target you while you remain on the chamber's west side; the rachni queen's massive holding cell features protective glass that cannot be penetrated by bullets or biotic powers.

Caution

Many volatile canisters line the lab's narrow walkways. Keep away from these objects and try to use them against your foes.



When you and your squad have reached the west side of the lab, focus your attention on dispatching the asari commandos who quickly give chase.

Benezia remains in the central chamber and will call for reinforcements when her commandos fall.

Her second wave of guards includes a number of geth snipers; seek cover immediately, using your radar to gauge the snipers' positions.

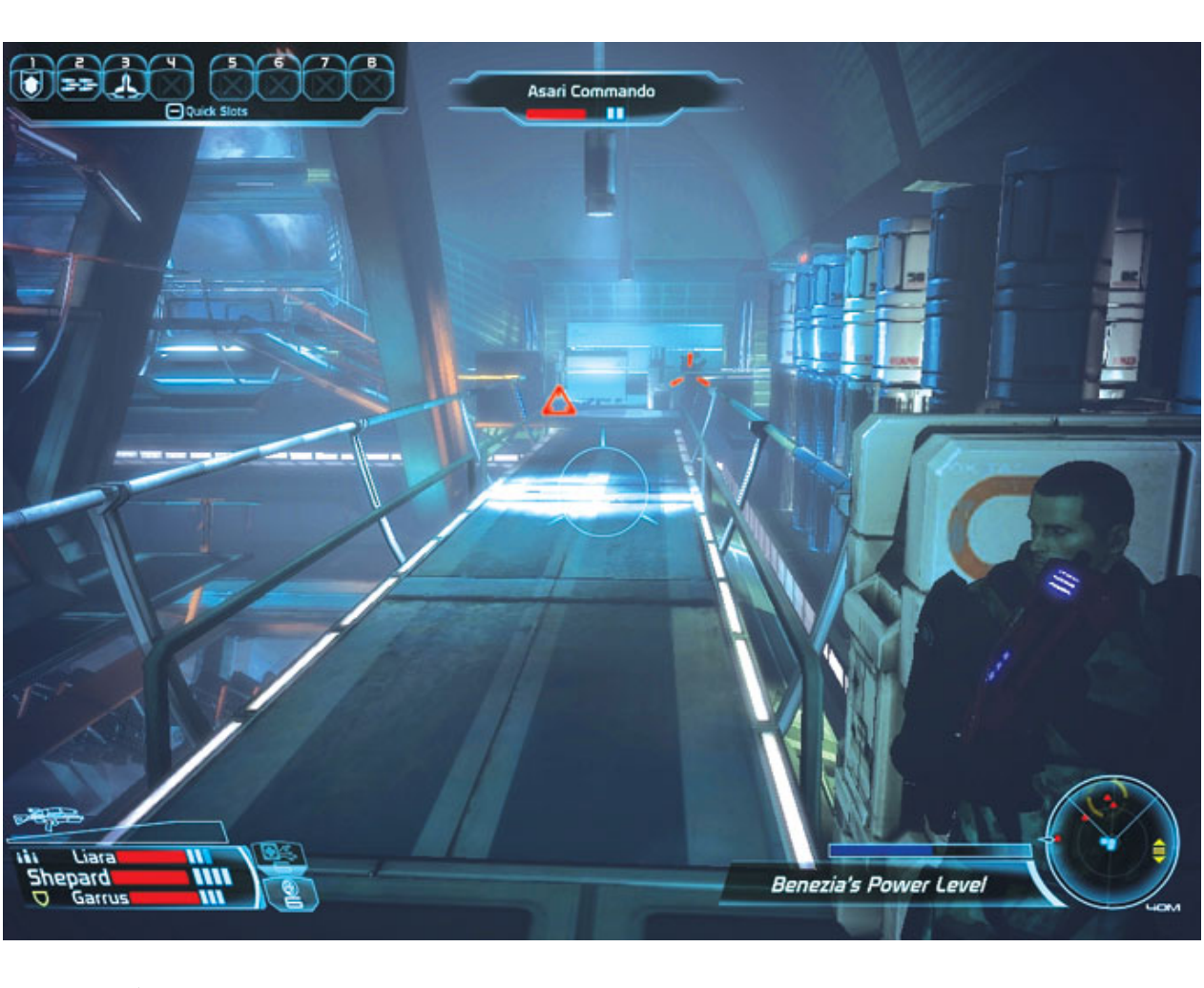
Keep out of sight, peeking out to shoot at the snipers and eliminate each one in turn.

Note

Each time the Matriarch calls for help, a portion of her power is drained away. Benezia's power is represented by a blue bar at the screen's lower-right corner.

Tip

As long as you remain on the west side of the chamber, you may ignore Benezia throughout the entirety of this fight.



The Matriarch's third and final crew of minions are yet more geth snipers—a lot more. Find a corner to hole up in and work at eliminating these threats without exposing yourself to risk, just as you did before.

Confronting the Matriarch

The battle concludes when you manage to defeat Benezia's third crew of guards.

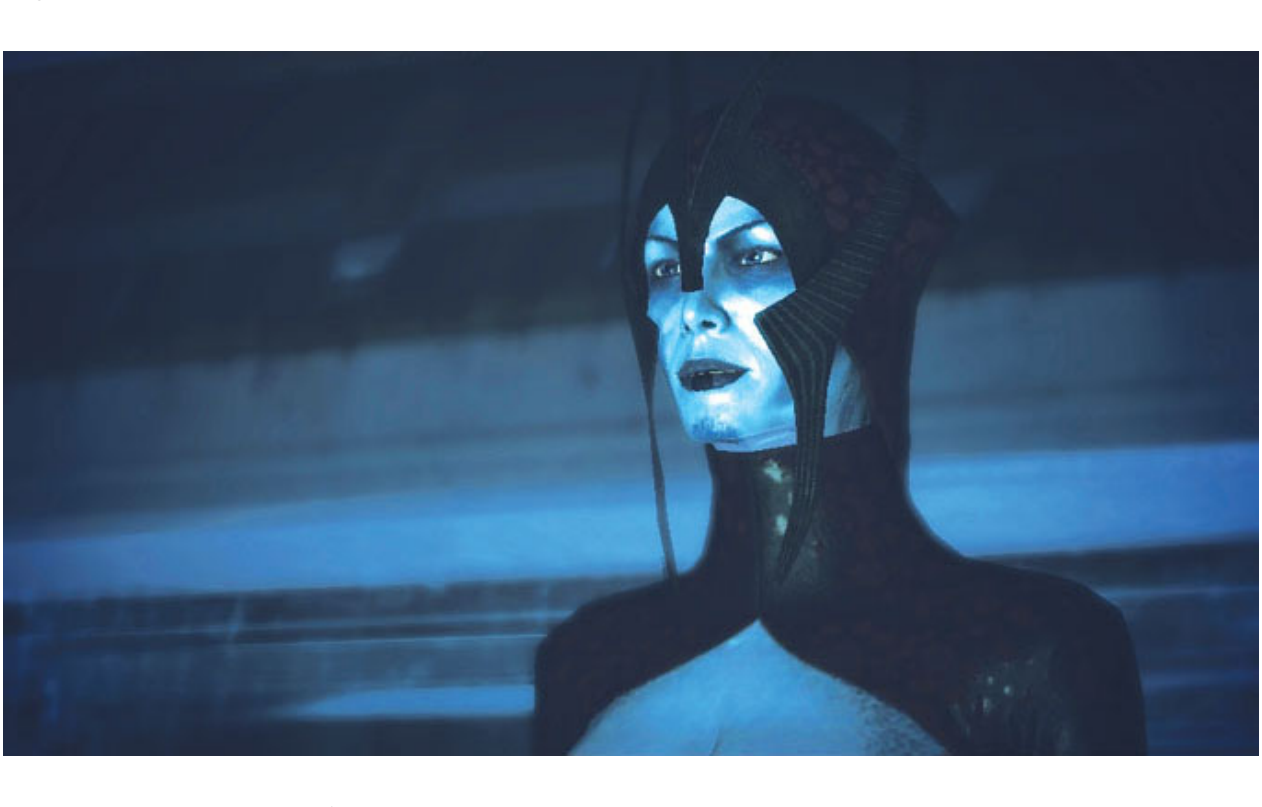
Shepard and company then confront the weakened Matriarch, who reveals that she's been forced to serve Saren's will by some mysterious power.

Benezia is able to shake loose Saren's influence and speak her mind for a brief period, but warns Shepard that Saren's command is strong. She may turn on the Spectre at any time.

Benezia reveals that much of Saren's power is linked to his vessel: a massive dreadnought called *Sovereign* .

She doesn't know where the ship came from or who could have constructed it. Its technology far exceeds that of any known species.

The Matriarch describes how the ship's influence is able to warp the thoughts and hearts of all who remain on board for any length of time—even one as powerful as she.



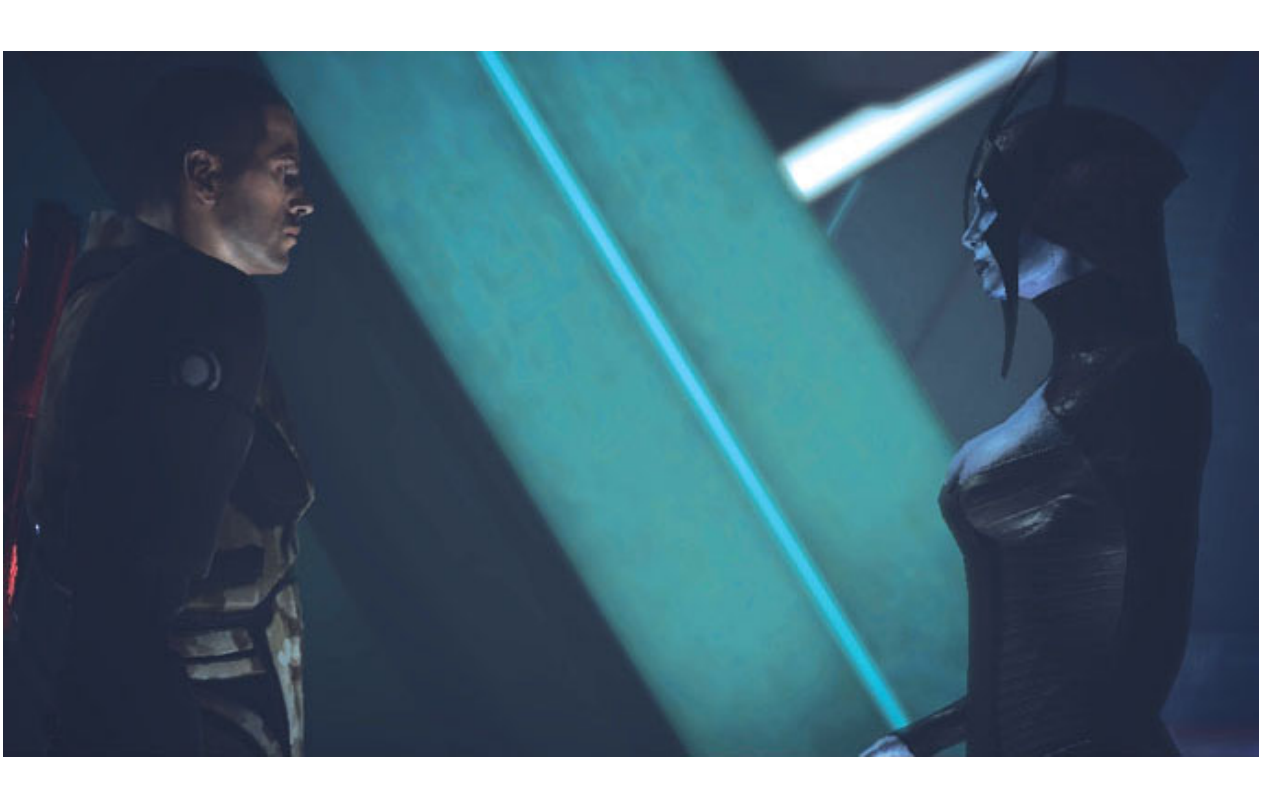
At last, Benezia explains why she's come to Noveria. It seems Saren sent her here to track down a mass relay node whose position had been lost thousands of years ago when a nearby star went supernova.

The resulting shockwave didn't destroy the relay node, but instead knocked it away to an unknown location.

Apparently, the rachni discovered the lost node a few thousand years ago, prior to their near-extermination at the hands of the krogan.

Benezia goes on to say that rachni queens have the unique ability to inherit the knowledge of their mothers, and are therefore able to share memories across generations.

The Matriarch has taken the location of the lost relay node from the imprisoned rachni queen's mind.



Shepard tells Benezia that she still has a chance to make things right. The Spectre asks for the location of the lost relay node so they may pursue Saren to wherever he may be headed.

The Matriarch sees the wisdom in Shepard's words and hands over a data disk containing the location of the lost relay node. She then warns the Spectre that she has already transmitted the coordinates to Saren.

The Final Showdown

Quick Slots
Liara T'Soni
Talk
+5610
XP
+828
+1
Inventory
30403
XP
Liara
Shepard
Garrus

Shortly after handing Shepard the information regarding the lost relay node, Benezia loses control and succumbs to Saren's commanding influence. The battle begins once more.

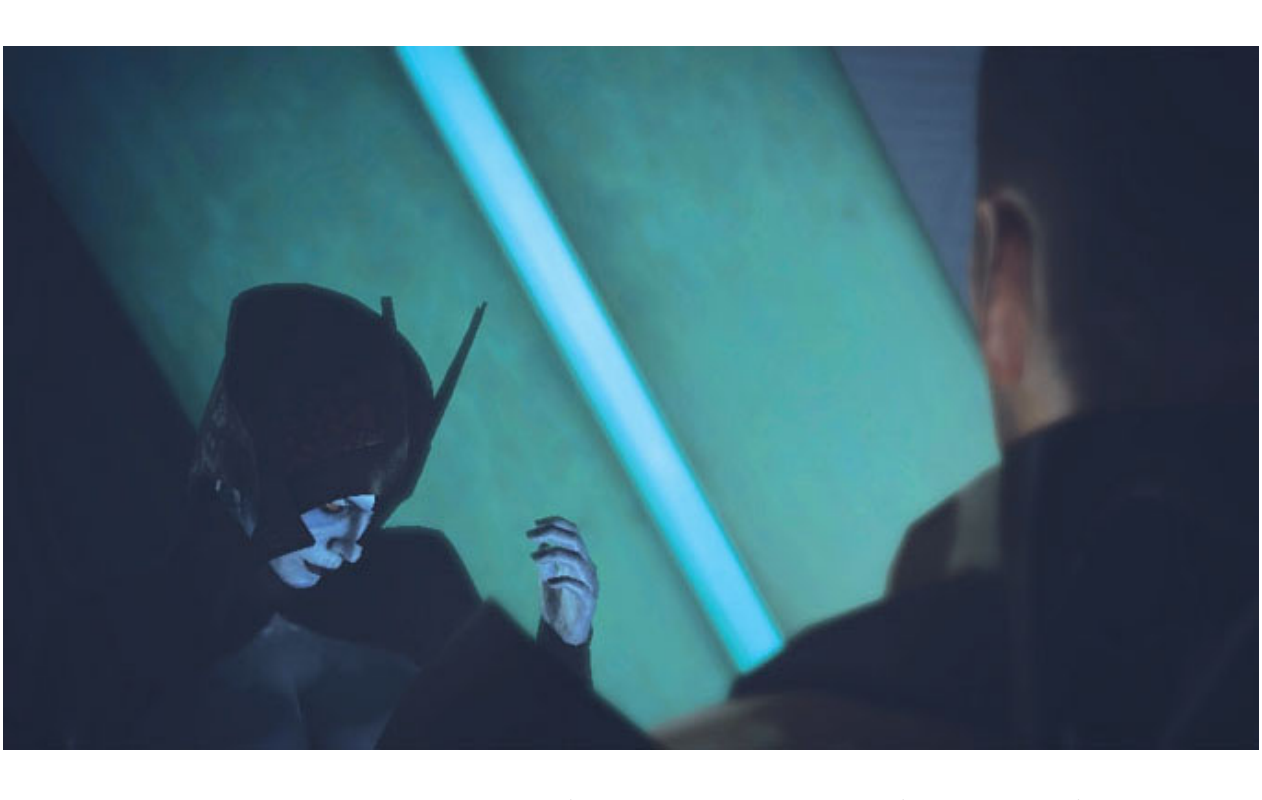
Immediately pound Benezia with your most powerful attacks and abilities in an effort to incapacitate her before she can inflict much damage with her devastating abilities.

Then loose your squad on the three asari commandos that enter the labs and attack.

Tip

Seek shelter inside the central chamber after dispatching Benezia; it's a great place to lay low when you need a chance to recover your shields.

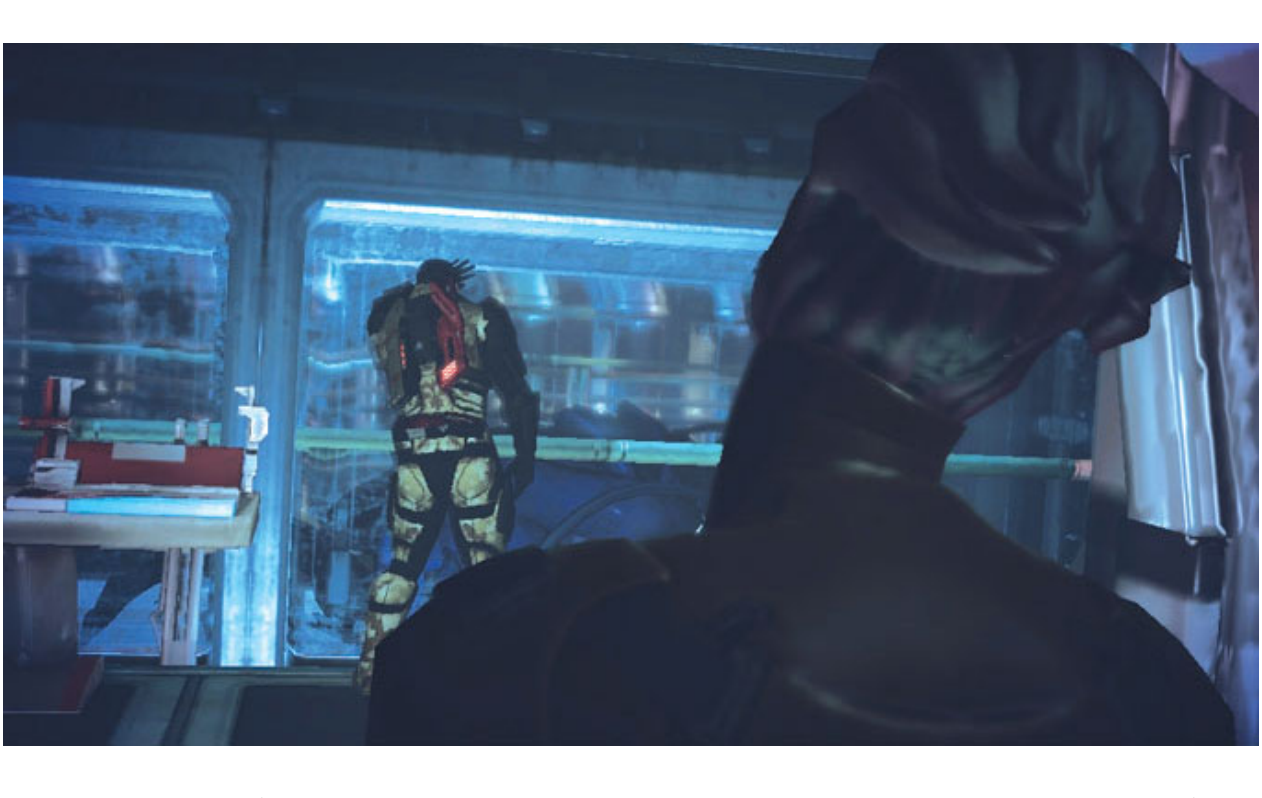
The Matriarch's Fate



Near death, Benezia begs Shepard to stop Saren before it's too late. She denies the Spectre's help, saying she'll never be able to truly free herself from the grip of Saren's power.

Collapsing to the ground, the Matriarch whispers a final goodbye to her daughter, then fades away to nothingness.

The Rachni Queen



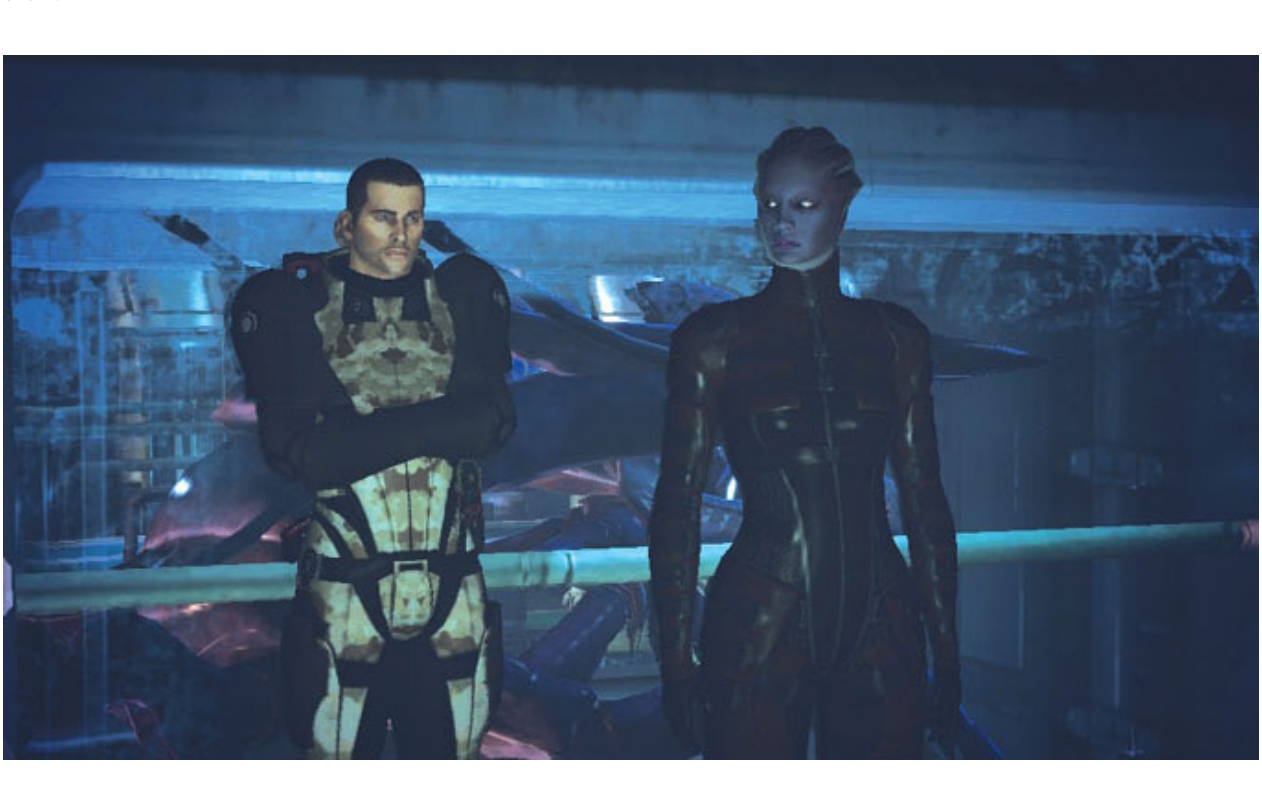
Approach the giant rachni's holding cell after the battle with Benezia. As Shepard eyes the creature, one of the Matriarch's fallen asari commandos suddenly gets to her feet and begins staggering toward the cell.

The asari then starts speaking in an alien voice—the rachni queen is talking through her!

The communication is difficult, and it takes some time for the rachni queen to get out what she's trying to say.

She eventually asks Shepard to end the suffering of her children, saying they were not allowed to be raised by their queen, and have therefore gone mad—like children without a mother to care for them.

It's regrettable, but there seems to be no saving the crazed rachni populating the facility. The queen asks Shepard to destroy them.



Before dealing with her offspring, the rachni queen asks Shepard to consider releasing her from captivity.

Question the queen to learn that she simply intends to find a world to inhabit where she might raise her offspring in peace; she wasn't a part of the rachni wars and wouldn't seek revenge against the krogan, who nearly wiped her species from existence.

After interrogating the queen, you must make your decision: kill the queen, or set her free so she may flee the station unharmed. The choice you make earns you a vast amount of morality points, so choose wisely.

Achievement Unlocked:

Honorarium of Corporate Service

Note

At this point, you may choose to ignore the hot labs and board the tram car to leave Noveria. The planet's corporations will then be forced to bomb the complex out of existence to contain the rachni threat.

This is a slightly faster way to end the mission, but you lose any XP you'd get through visiting the hot labs.

To the Hot Labs

Quick Slots
To Hot Labs
Summon
Liara
Shepard
Garrus

Regardless of your decision to kill or free the queen, you still must deal with the crazed rachni swarming the hot labs.

Peek at your map to see that the hot labs elevator isn't far; just sprint south from the secure labs and ride the hot labs elevator.

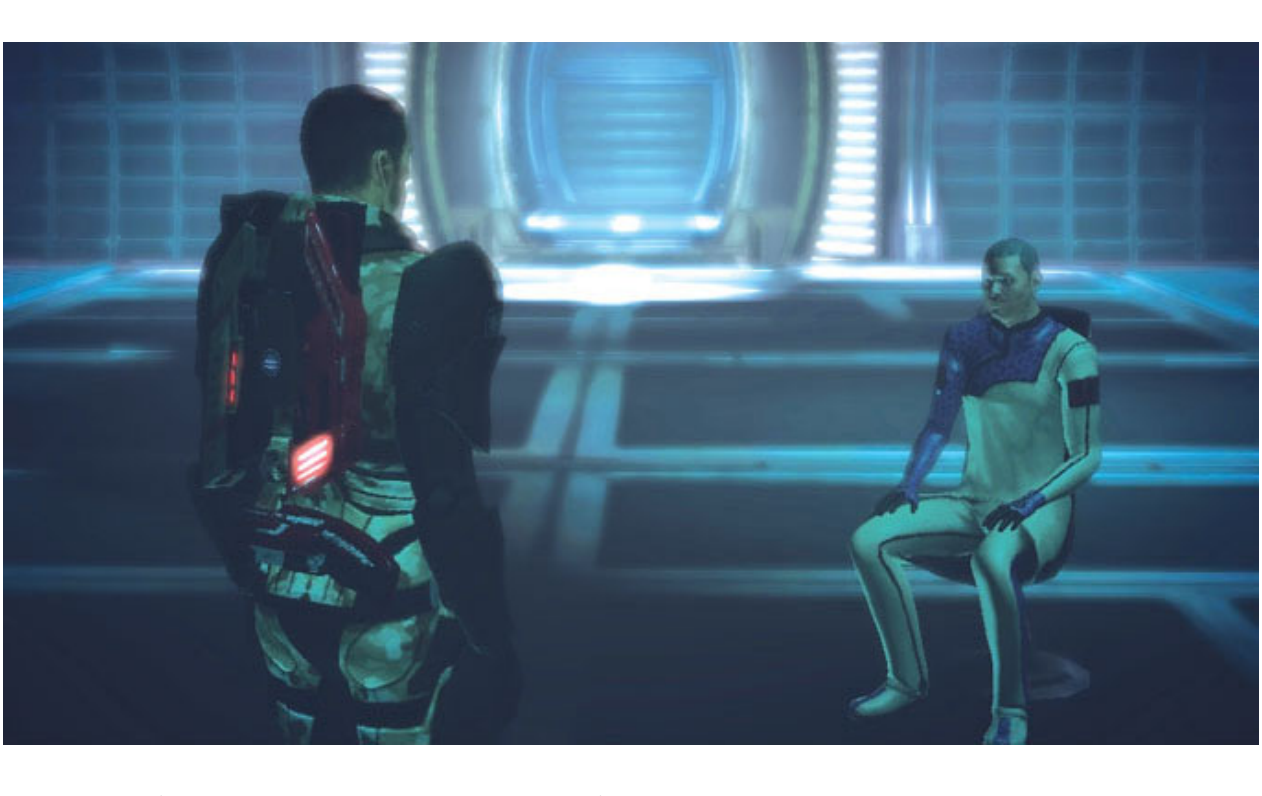
Note

The upper level elevator is no longer in service. The guards and staff have evacuated the rift station, and the facility has been largely locked down.

Tip

Loot the secure lab for goodies before departing for the hot labs.

Yaroslev Tartakovsky



The hot labs isn't exactly the hub of rachni activity everyone's been making it out to be. In fact, the place is completely vacant, save for one man sitting on a chair in the chamber just outside the elevator.

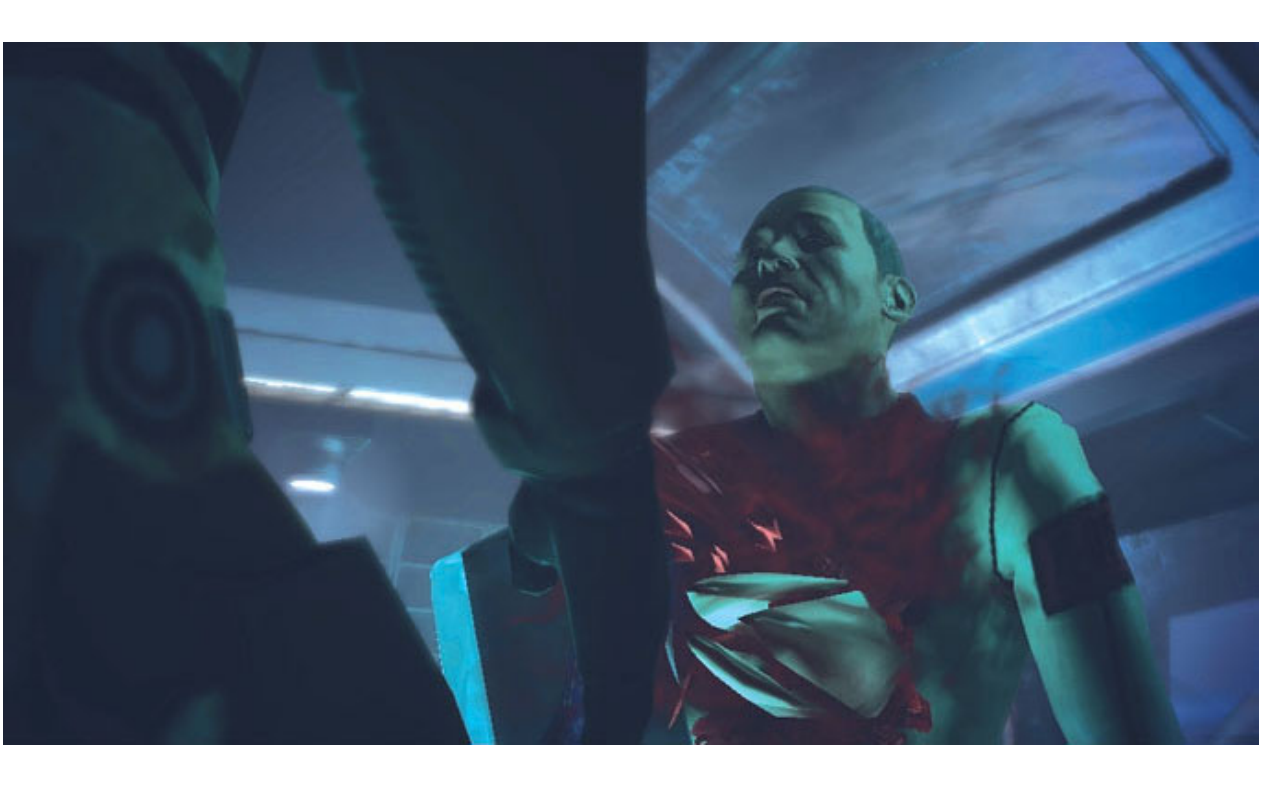
The man's name is Yaroslev Tartakovsky, and he pleads with Shepard to help contain the situation. Tartakovsky goes on to explain how Binary Helix was able to give new life to the near-extinct rachni species.

Question him if you'd like to learn more about their misguided plans, and how the rachni became so aggressive.

Eventually, Yaroslev gets to the matter at hand: a neutron purge must be set off within the hot labs to cleanse the entire station of all living things, rachni included.

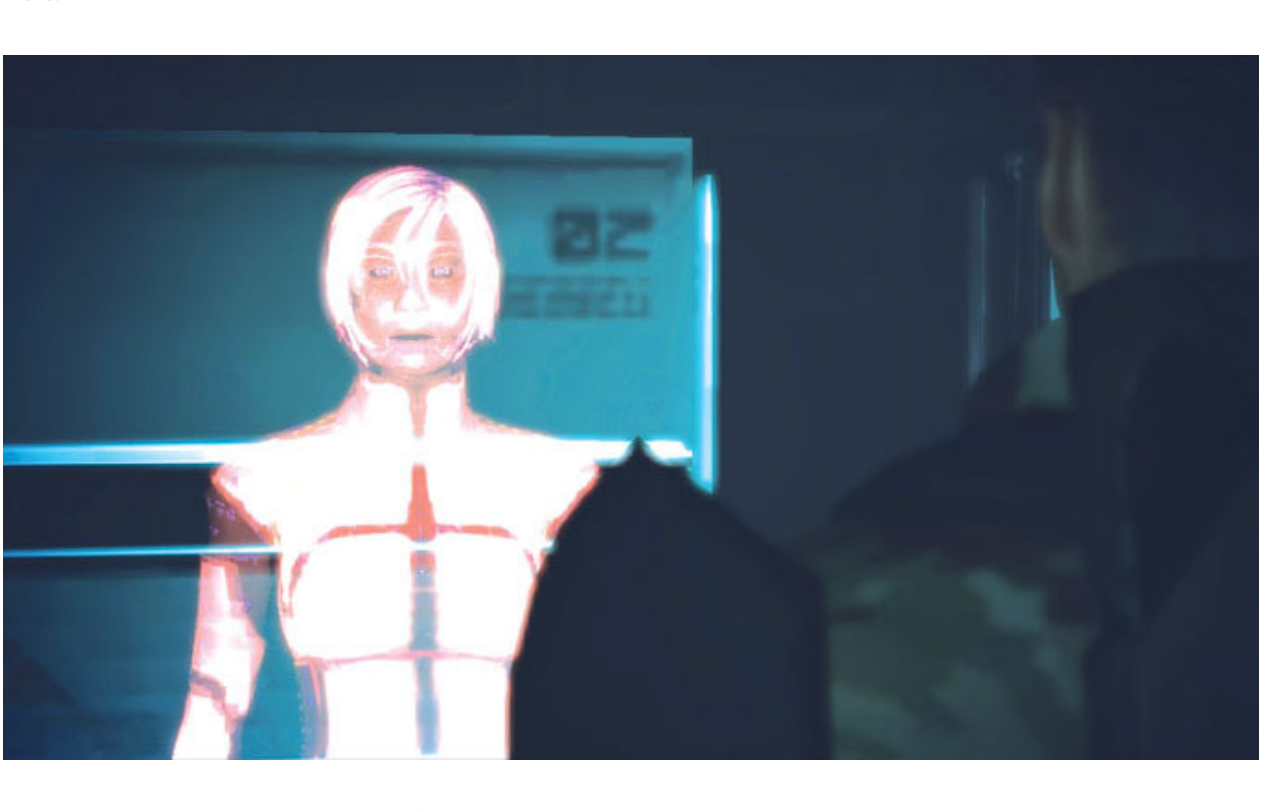
Tell Tartakovsky you'd like a moment to equip and heal your squad. Do so, then save your game. Speak with the man afterward and ask him to tell you what you need to do.

Tartakovsky's Demise



Just as Tartakovsky is about to give you the code you need to activate the purge, a massive rachni soldier bursts up from a floor vent behind the poor man and impales him with its deadly whiplike appendage.

Blast the murderous creature without delay before it has a chance to do the same to Shepard's crew, then save your game once more.

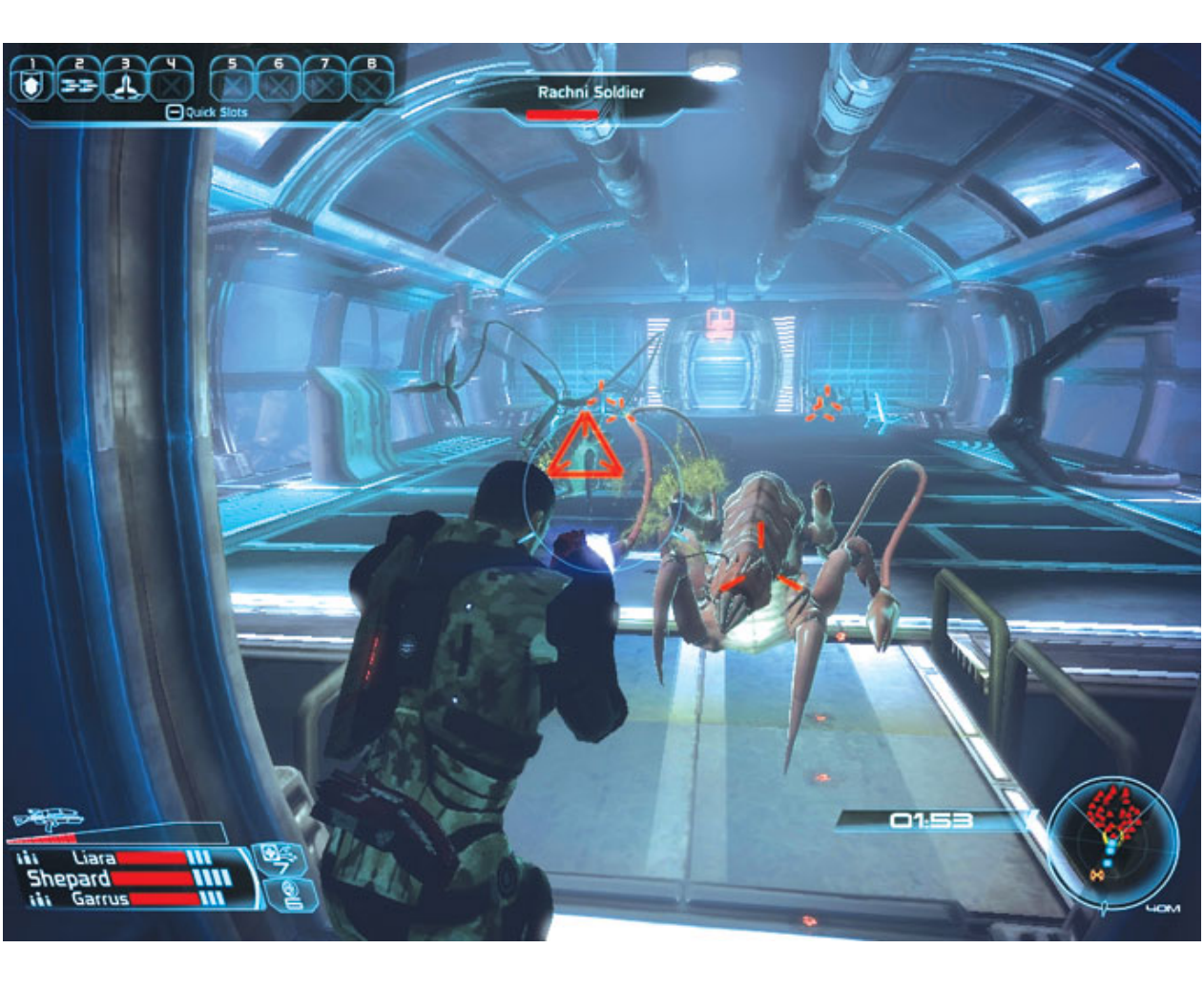


Collect the **purge codes** from Tartakovsky's corpse and hurry to the hot labs' back room. Activate the **Mira terminal** you find there to talk with the station's VI system.

Question Mira about the neutron purge if you'd like; she informs you that the purge systems are online, but a code is required to arm them.

Take a deep breath, then give Mira the code you received from Tartakovsky's corpse to initiate the purge.

Run for Your Life



Mira obediently activates the purge when the proper code is given. A two-minute countdown timer then appears at the screen's bottom-right corner; you must flee the station before the purge activates.

Unfortunately, a massive swarm of rachni fill the hot labs, intent on exacting their revenge. You don't have time to combat all these creatures.

Fight the first few, advancing as you go, then press and hold [Shift] to storm through the mob, charging directly for the far elevator.

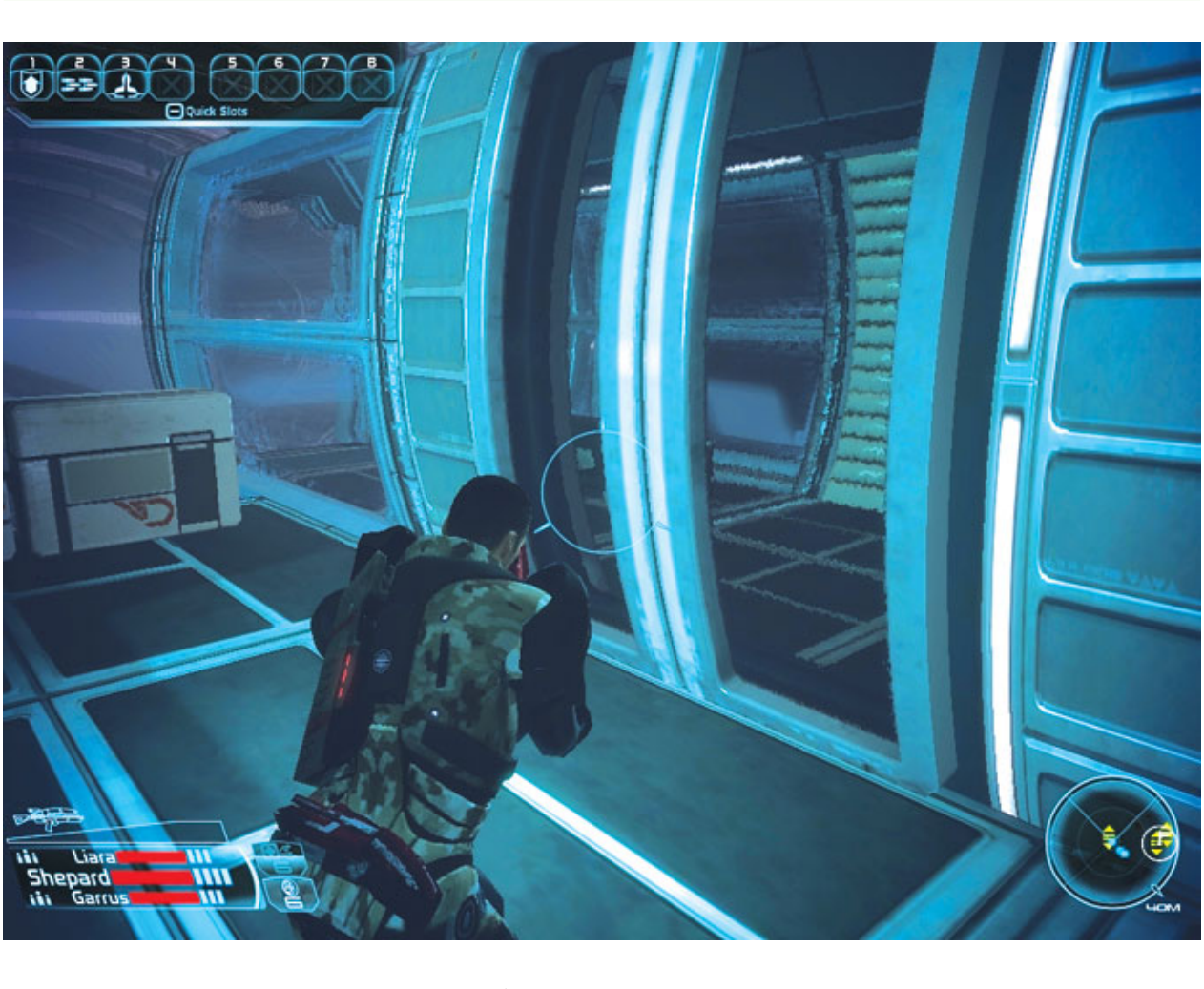
Once inside, immediately press the control to shut the door and ride up.

Caution

While you and your crew are storming through the chamber, the rachni will likely have a chance to inflict severe damage to your squad. Be quick to press [F] and heal your crew if health bars fall to critical levels.

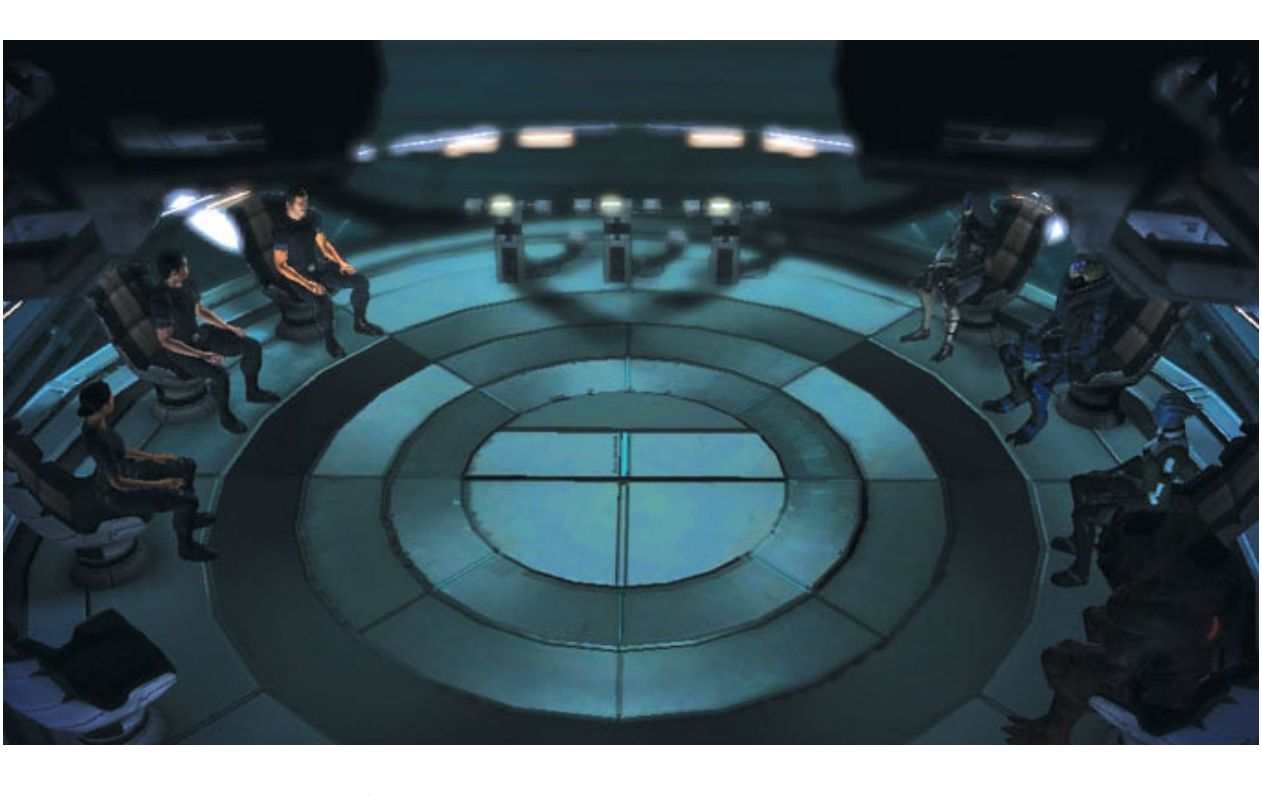
Tip

If you're having trouble Storming through the rachni, hang back after initiating the purge and try thinning their ranks with some heavy gunfire. Just don't lose track of time!



Escaping the hot labs ends the immediate threat; you're safe from the neutron purge. No use lingering about, though. Dash to the nearby tram car and make good your escape from Noveria.

Mission Accomplished

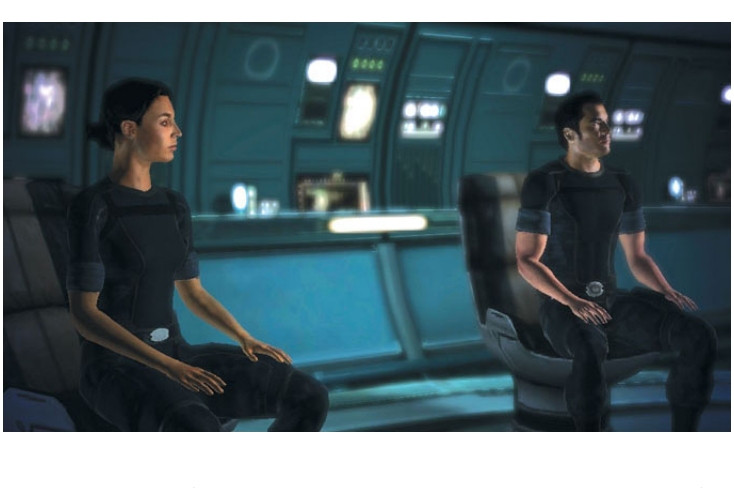


Back aboard the *Normandy* , Shepard's crew is anxious to hear their captain decide their next move. Shepard sees no point in rushing off to explore the new relay node Benezia told them about.

It most likely links to dozens of systems, and they've no idea which one Saren would be interested in at present.

Besides, they still have other leads to look into; the recent geth attack at Feros is certainly worthy of investigation.

Romance Plots



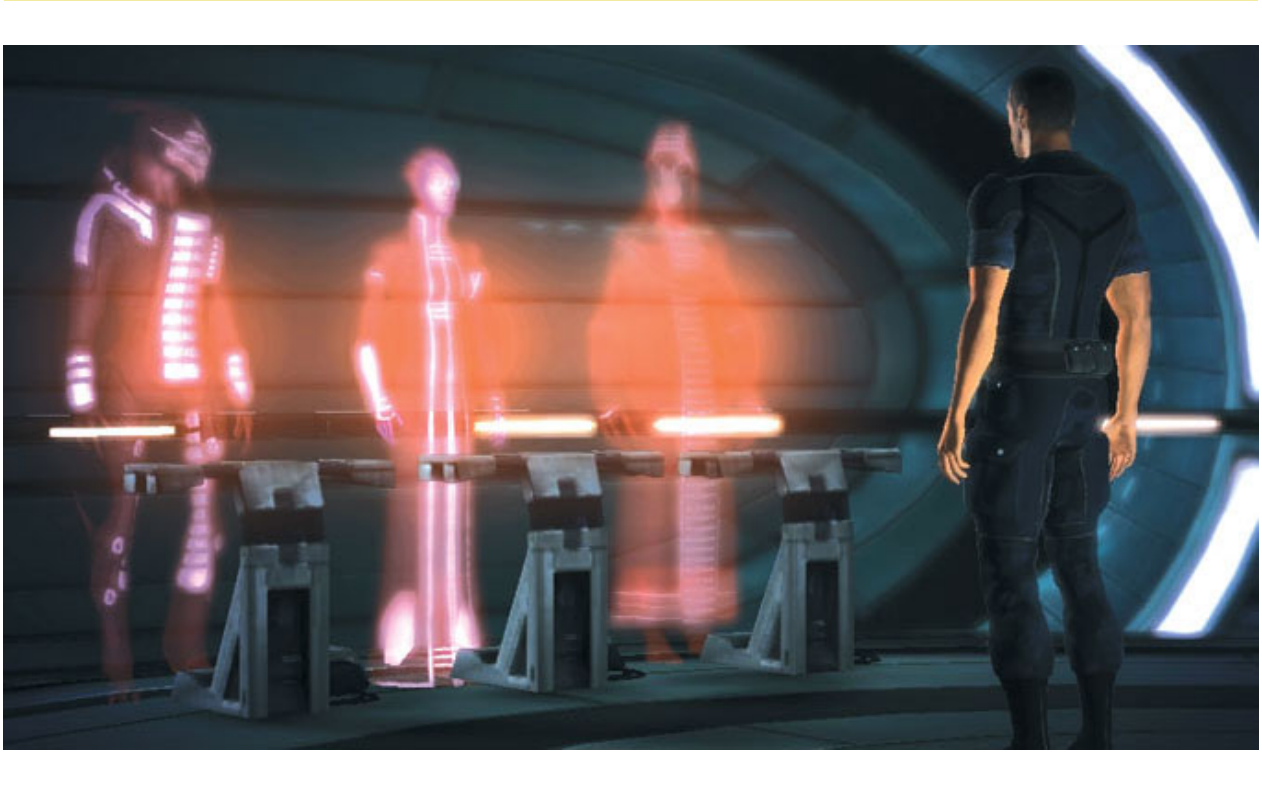
At this point, if you've been following along with this walkthrough, you'll start noticing a bit of animosity between Liara and a certain member of your crew.

If you're playing a male Shepard, this crewmember will be Ashley. If your Shepard is female, the squad mate will be Kaidan.

This is all tied to special "romance plots" you may opt to pursue with these characters.

Advance these plots by talking with Liara, Kaidan, and Ashley aboard the *Normandy* after completing your primary mission objectives on critical-path worlds.

This is yet another reason why it pays to speak with your crew each time you return to the *Normandy* after advancing the main story.

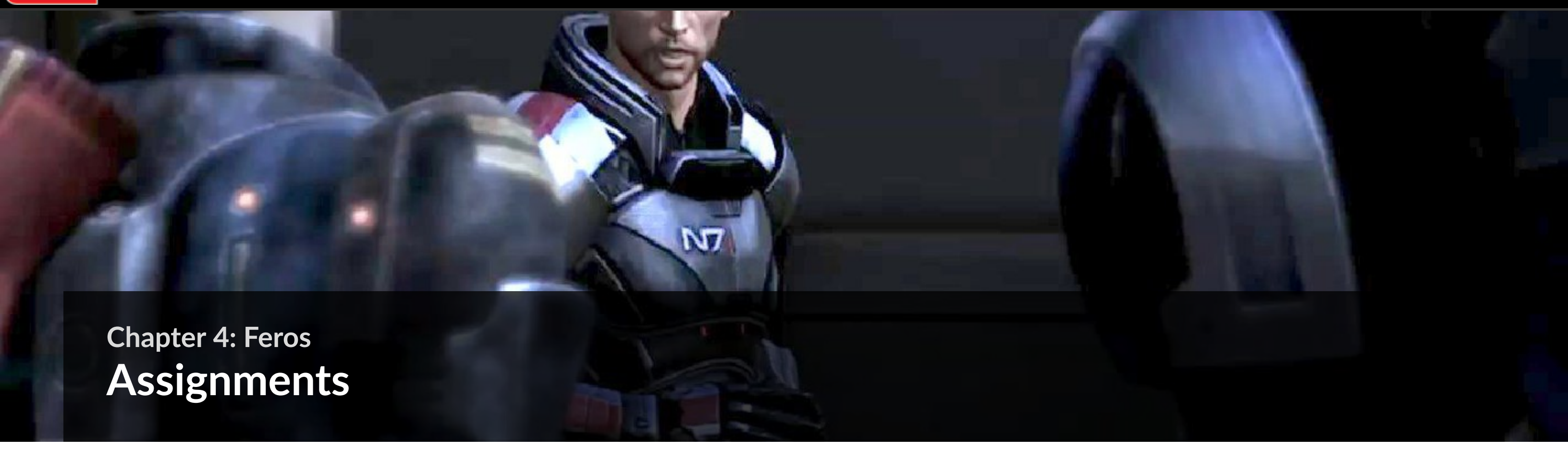


Shepard tells the crew to relax and rest up; the next mission will only be more challenging. Joker then radios in, asking if the commander would like to speak with the Council.

Tell Joker to patch in the feed so that you may tell the Council of your findings on Noveria; you can gain a few more morality points during this brief conversation.

The Council is shocked to hear of your encounter with the rachni and they respond to your decision about the queen (whether you let her live or not).

The transmission ends with the Council expressing their eagerness to hear of Shepard's next discoveries.



Chapter 4: Feros

Assignments

Having barely survived a number of grueling battles on the ice planet Noveria—including several run-ins with a race of vicious beings many believed to be extinct—Commander Shepard now goes to investigate a remote planet called Feros.

Vague reports of geth attacks against the planet's small research colony have been received, but communications with the colony have been lost since then. The possibility of Saren's involvement is all too likely.

Post-Plot World Assignments, Volume II

Fulfilling your primary mission objectives on your second post-Citadel, plot-based world (Therum, Noveria, or Feros) opens up a few more side ventures as well.

Feel free to pursue these optional assignments before continuing to Feros if you like. Refer to the Spectre Assignments portion of this guide for full coverage on each one.

Post-Plot World Assignments, Volume II

Name	Starting Location	Giver
Doctor at Risk/Dead Scientist	Noveria: Port Hanshan Mezzanine/Deep Space	Terminal/Admiral Hackett (via transmission)
UNC: Derelict Freighter	MSV Cornucopia	Acquired via exploration
Garrus: Find Dr. Saleon	Normandy: Engineering	Garrus
Wrex: Family Armor	Normandy: Engineering	Wrex

Post-Noveria Assignments

If you've been following along with this walkthrough, you've just run through the ice planet, Noveria. Clearing that world enables you to undertake the following assignments if you so choose.

Check the Spectre Assignments portion of the guide for complete details.

Post-Plot World Assignments, Volume II

Name	Starting Location	Giver
UNC: Listening Post Alpha	Nepmos	Acquired via exploration or during UNC: Listening Post Theta
UNC: Listening Post Theta	Altahe	Acquired via exploration or during UNC: Listening Post Alpha
UNC: Depot Sigma-23	Unidentified Space Facility	Update after completion of UNC: Listening Post Alpha and Theta

Feros Assignments

Feros is your next stop, and it offers a few special assignments you can easily fulfill while conducting your primary investigation there. These optional side jobs are touched upon in the walkthrough where applicable.

Reference the Spectre Assignments portion of the guide if you'd like additional information on how to find and complete each one.

Feros Assignments

Name	Starting Location	Giver
Feros: Geth in the Tunnels	Feros: Zhu's Hope	Fai Dan
Feros: Varren Meat	Feros: Zhu's Hope	Davin Reynolds
Feros: Water Restoration	Feros: Zhu's Hope	Macha Doyle
Feros: Power Cells	Feros: Zhu's Hope	May O'Connell
Feros: Data Recovery	Feros: Refugee Camp	Gavin Hossle

Assignment-Based Codex Entries

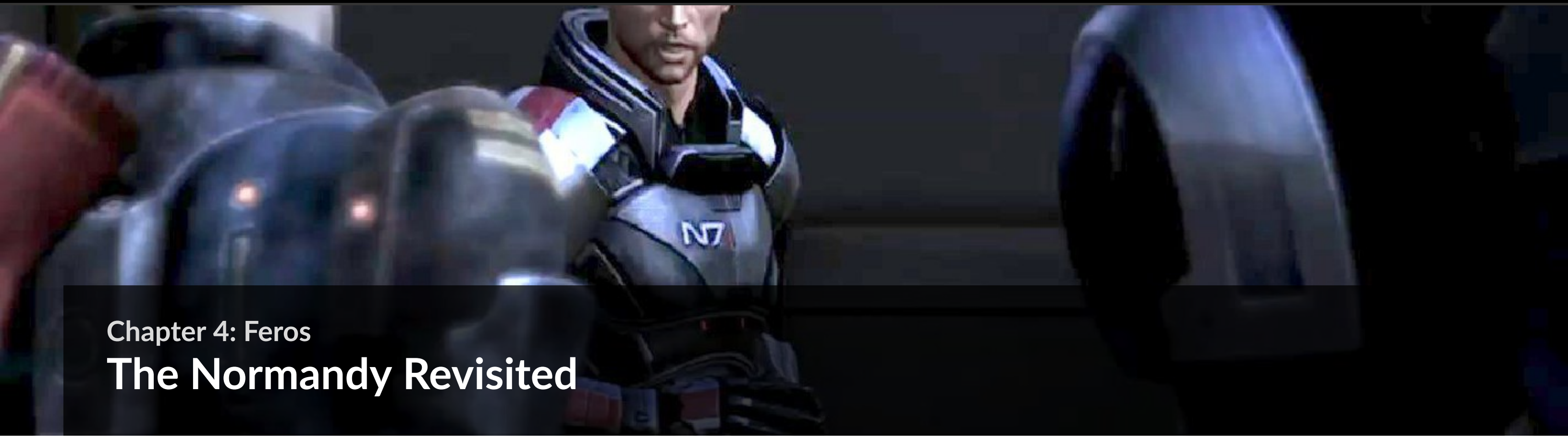
Choosing to pursue the assignments listed above can land you the following entries for your Codex.

Secondary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Weapons, Armor, and Combat	Body Armor	Normandy: Engineering	Dialogue	Wrex	Talk to Wrex

Secondary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Aliens: Non-Sapient Creatures	Varren	Feros: Zhu's Hope	Dialogue	Davin Reynolds	After clearing geth from tower and reporting back to Fai Dan



Chapter 4: Feros

The Normandy Revisited

Shepard has learned much through the hardships endured at Noveria, and the bond between commander and crew has grown strong. Explore the *Normandy* before venturing off to planet Feros.

Acquire new Codex entries through dialogue with the ship's crew. Your friendly *Normandy* Req Officer offers a new selection of wares for you to browse, as well.

No additional Codex entries can be gained through inspection of the Normandy at this time.

Note

You're now able to initiate romance plots between Shepard and members of the crew. If you're playing a male Shepard, Ashley can be wooed into falling for her dashing commander.

If your Shepard is a female heroine, Kaidan can be romanced instead. Liara can be courted as well, regardless of Shepard's gender; though female, asari can bond with both male and female members of any species.

Note

All crew members can be found in the same areas of the *Normandy* as last time, and no new Codex entries are available through inspection of the ship. No need for maps this time around!

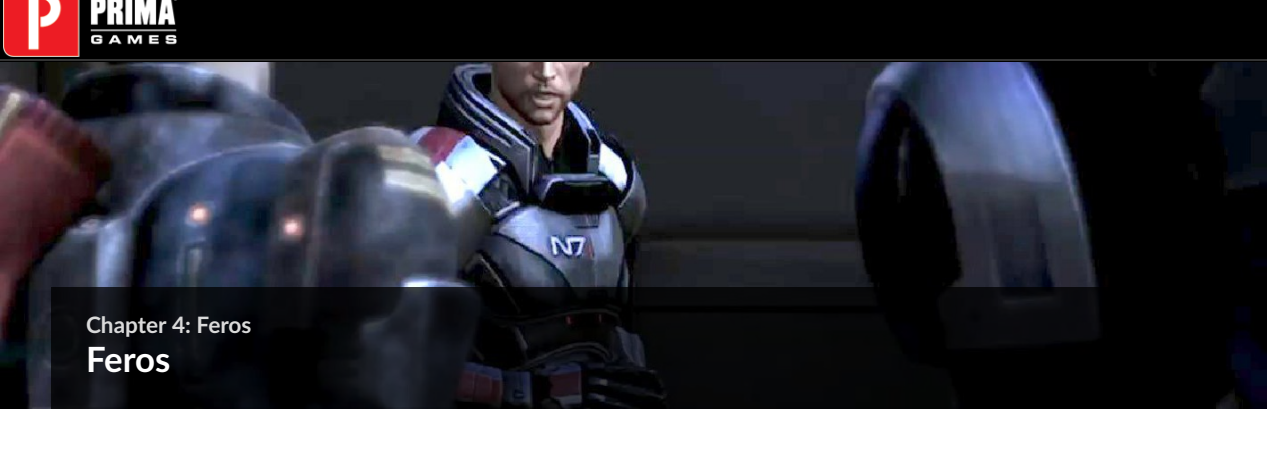
Normandy Codex Entries

Primary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Planets and Locations	Planets: Virmire	*Normandy* : Command Deck	Dialogue	Citadel Council	Check galaxy map to receive transmission

Secondary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Aliens: Council Races	Salarians: Special Tasks Group	*Normandy* : Command Deck	Dialogue	Citadel Council	Check galaxy map to receive transmission
Aliens: Council Races	Asari: Religion	*Normandy* : Quarters	Dialogue	Liara	None
Aliens: Council Races	Turians: Biology	*Normandy* : Engineering	Dialogue	Garrus	None
Humanity and the Systems Alliance	Systems Alliance: Military Doctrine	*Normandy* : Engineering	Dialogue	Ashley	None
Aliens: Non-Council Races	Krogan: Culture	*Normandy* : Engineering	Dialogue	Wrex	None



Chapter 4: Feros

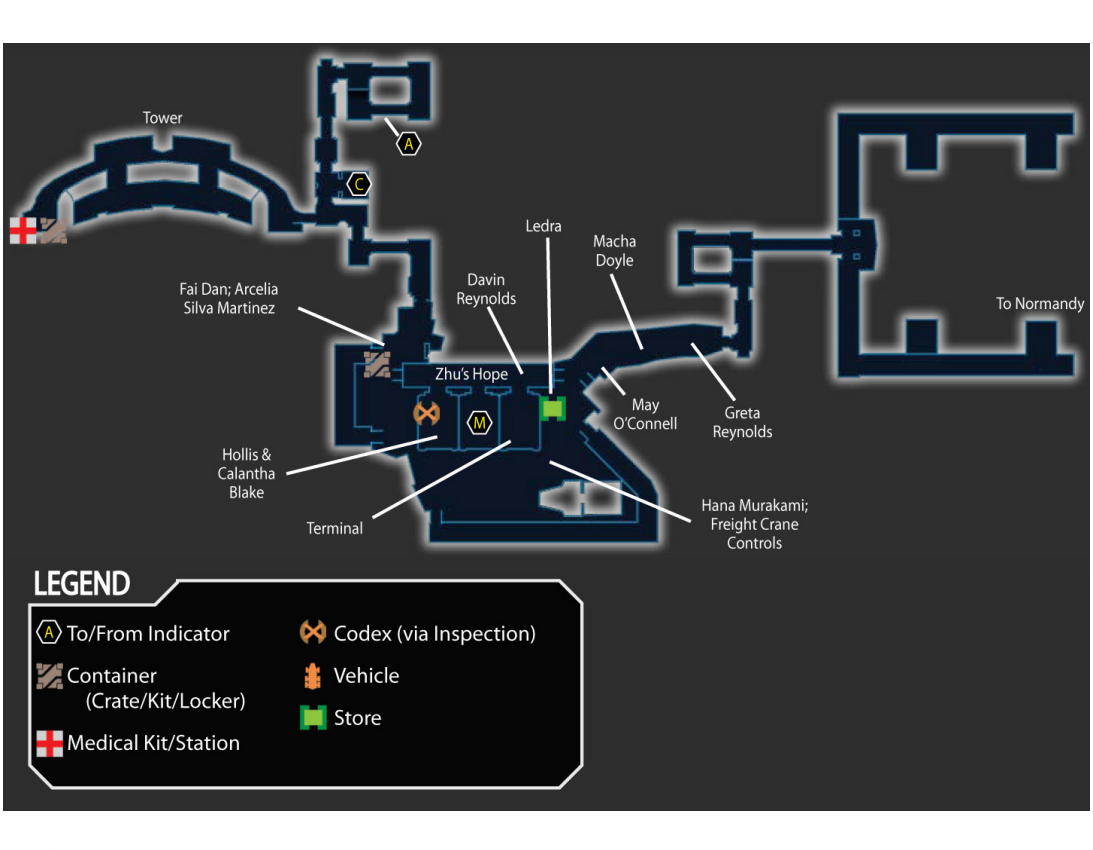
Feros

Feros's entire atmosphere is fouled with dust, and terrestrial travel is hampered by crumbled debris dozens of meters deep.

Prothean ruins blanket two-thirds of the planet's land mass, prompting a powerful research and development firm known as the ExoGeni Corporation to found a small pilot colony there.

Shepard has been drawn to Feros by rumors of a recent geth attack against this colony. Perhaps more insight into Saren's motives can be unearthed.

Feros: Zhu's Hope

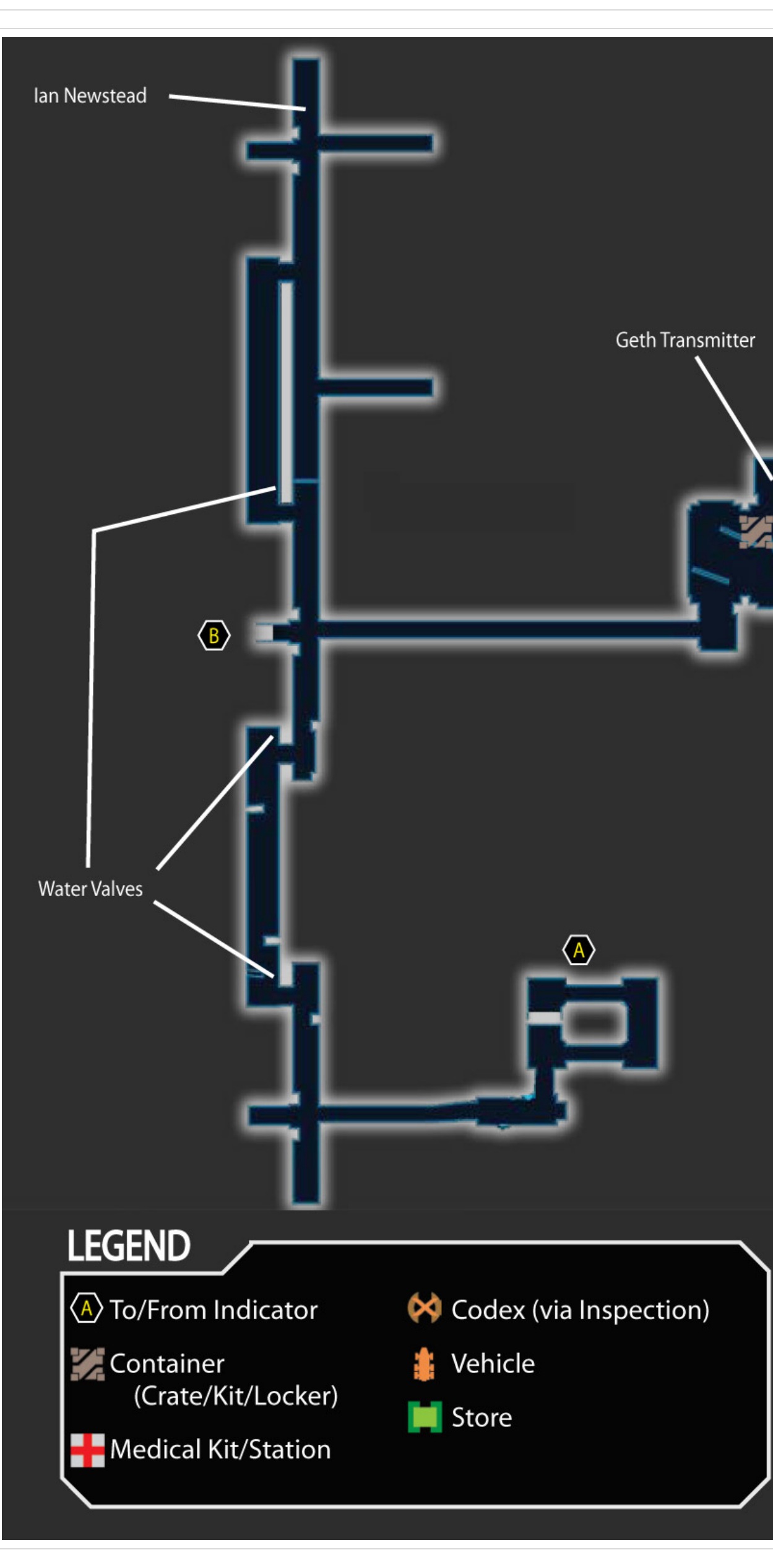

Tower
A
C
Ledra
Macha Doyle
Davin Reynolds
Fai Dan; Arcelia Silva Martinez
To Normandy
Zhu's Hope
M
May O'Connell
Greta Reynolds
Hollis & Calantha Blake
Terminal
Hana Murakami; Freight Crane Controls
LEGEND
To/From Indicator
Codex (via Inspection)
Container (Crate/Kit/Locker)
Vehicle
Store
Medical Kit/Station

Zhu's Hope Codex Entries

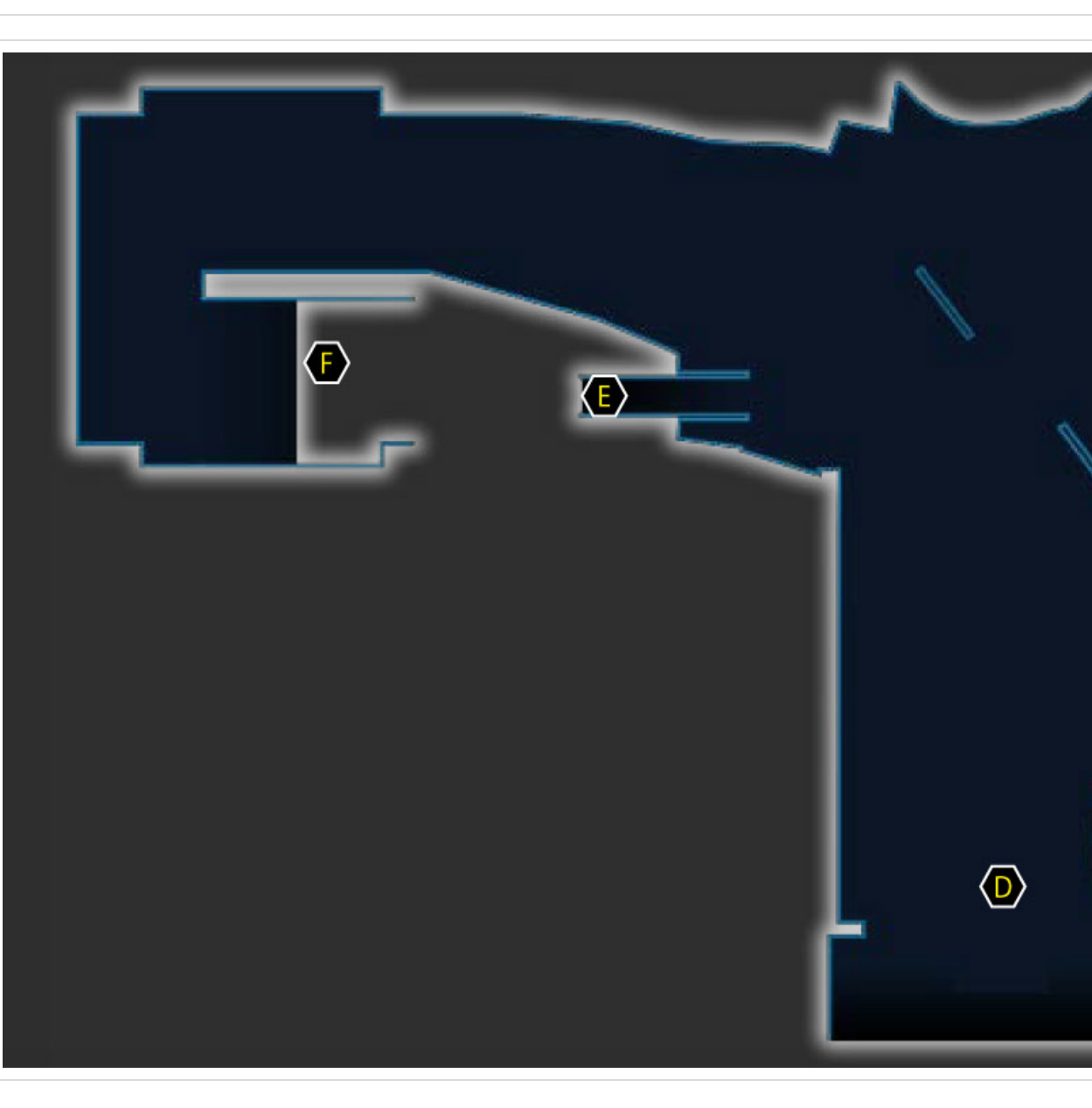
Secondary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Technology	Communications: Methodology	Feros: Zhu's Hope	Inspection	Public Extranet Terminal	None
Aliens: Council Races	Asari: Military Doctrine	Feros: Thorian Lair	Dialogue	Thorian Asari	After destroying the Thorian

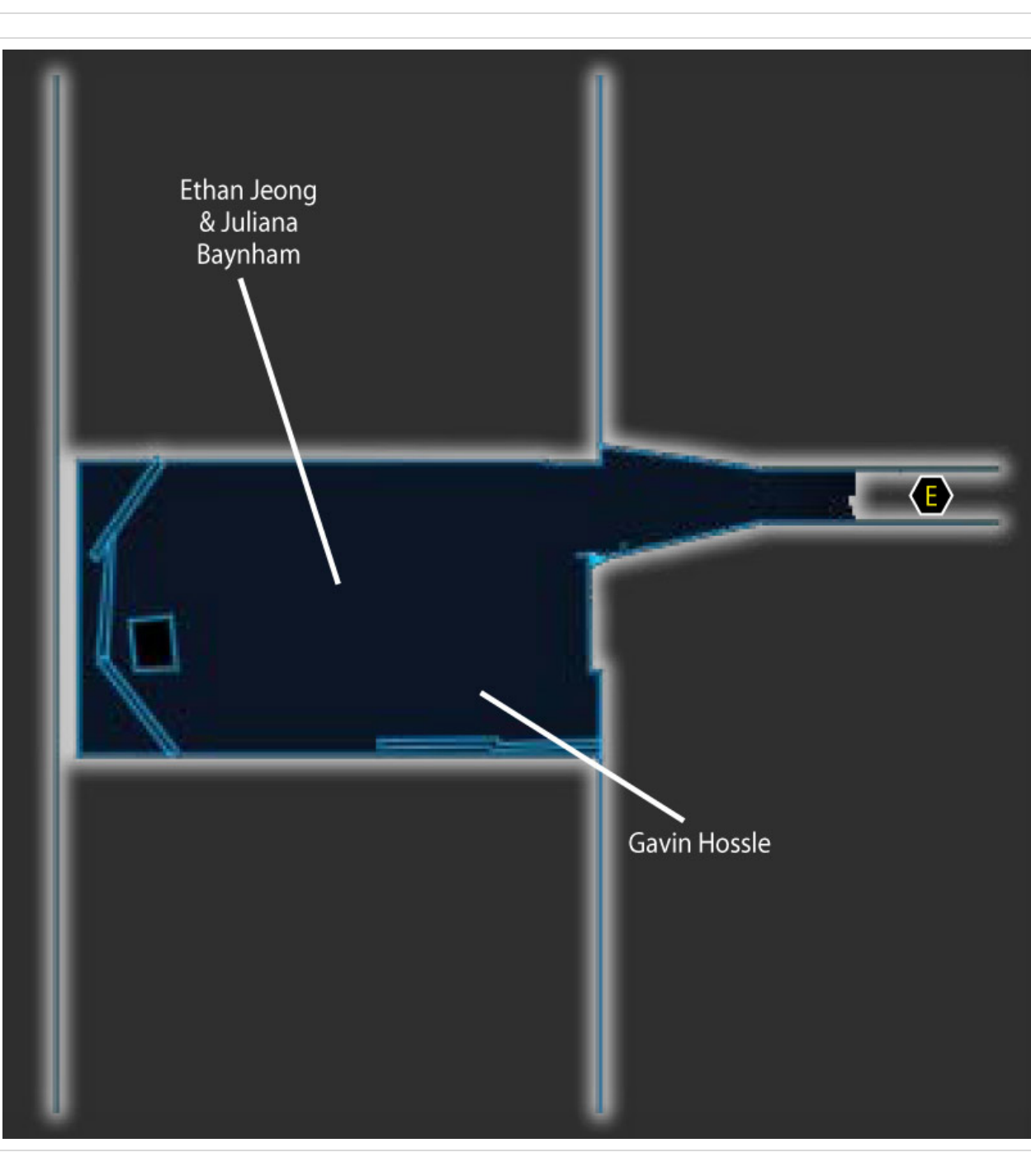
Feros: Tunnels


Ian Newstead
Geth Transmitter
B
Water Valves
A
LEGEND
To/From Indicator
Codex (via Inspection)
Container (Crate/Kit/Locker)
Vehicle
Store
Medical Kit/Station

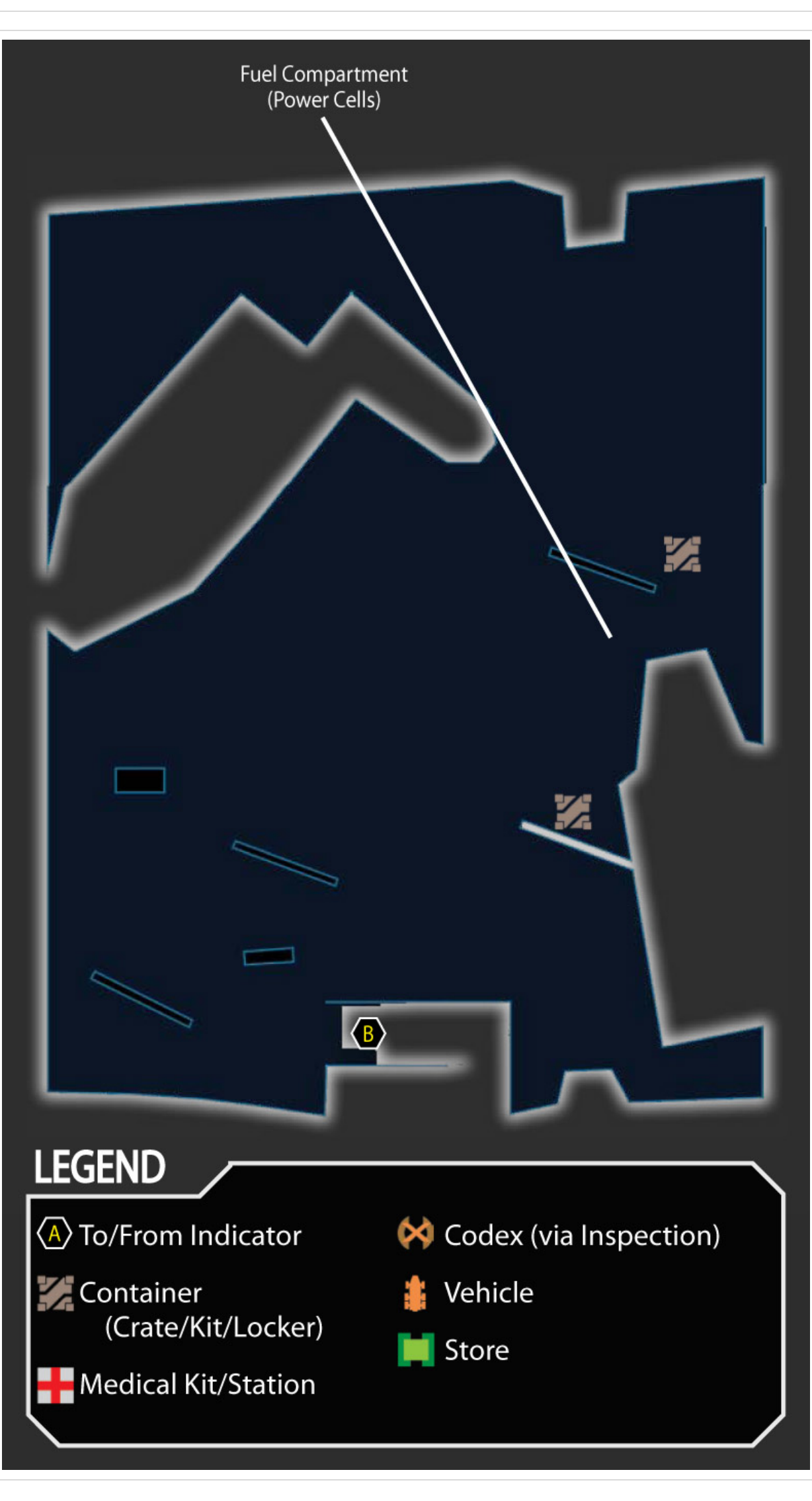
Feros: Skyway Weigh Station



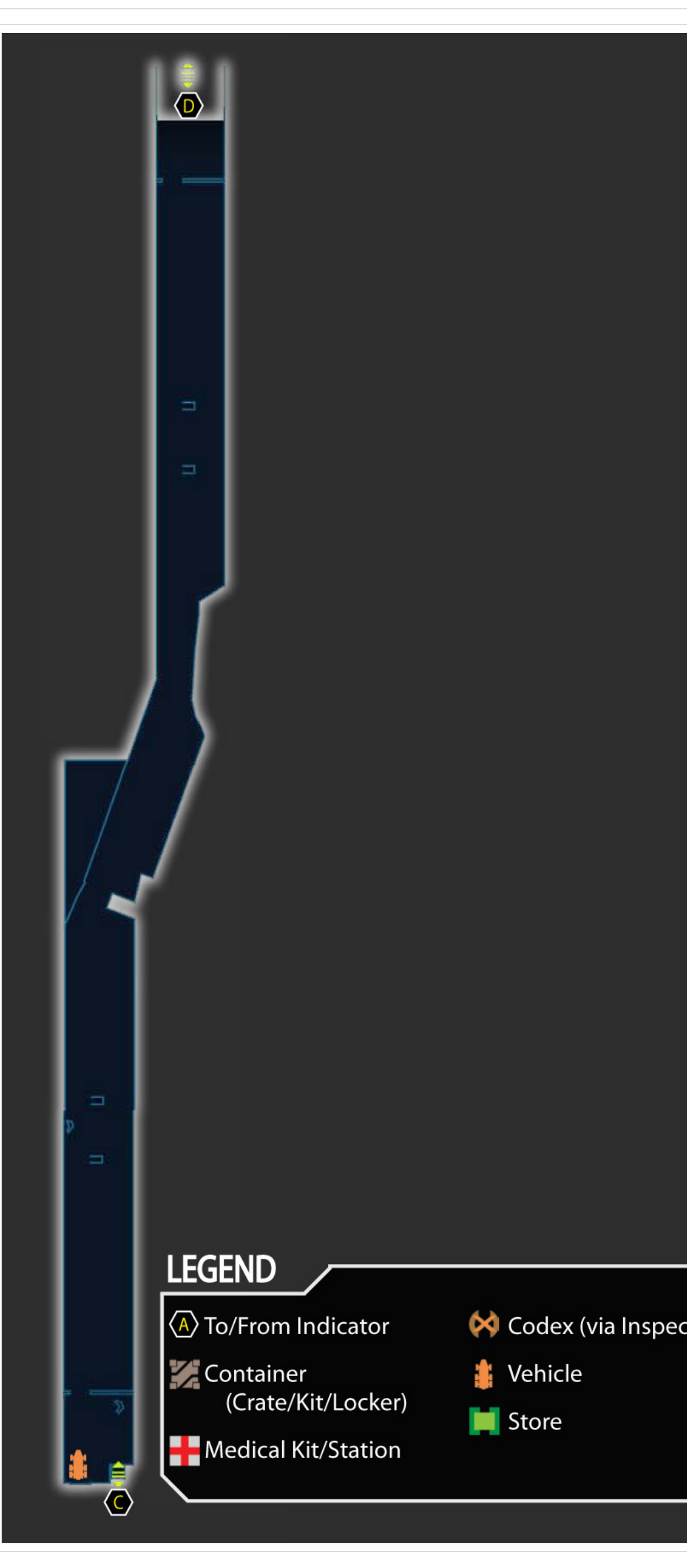
GaFeros: Refugee Camp


Ethan Jeong & Juliana Baynham
E
Gavin Hossle

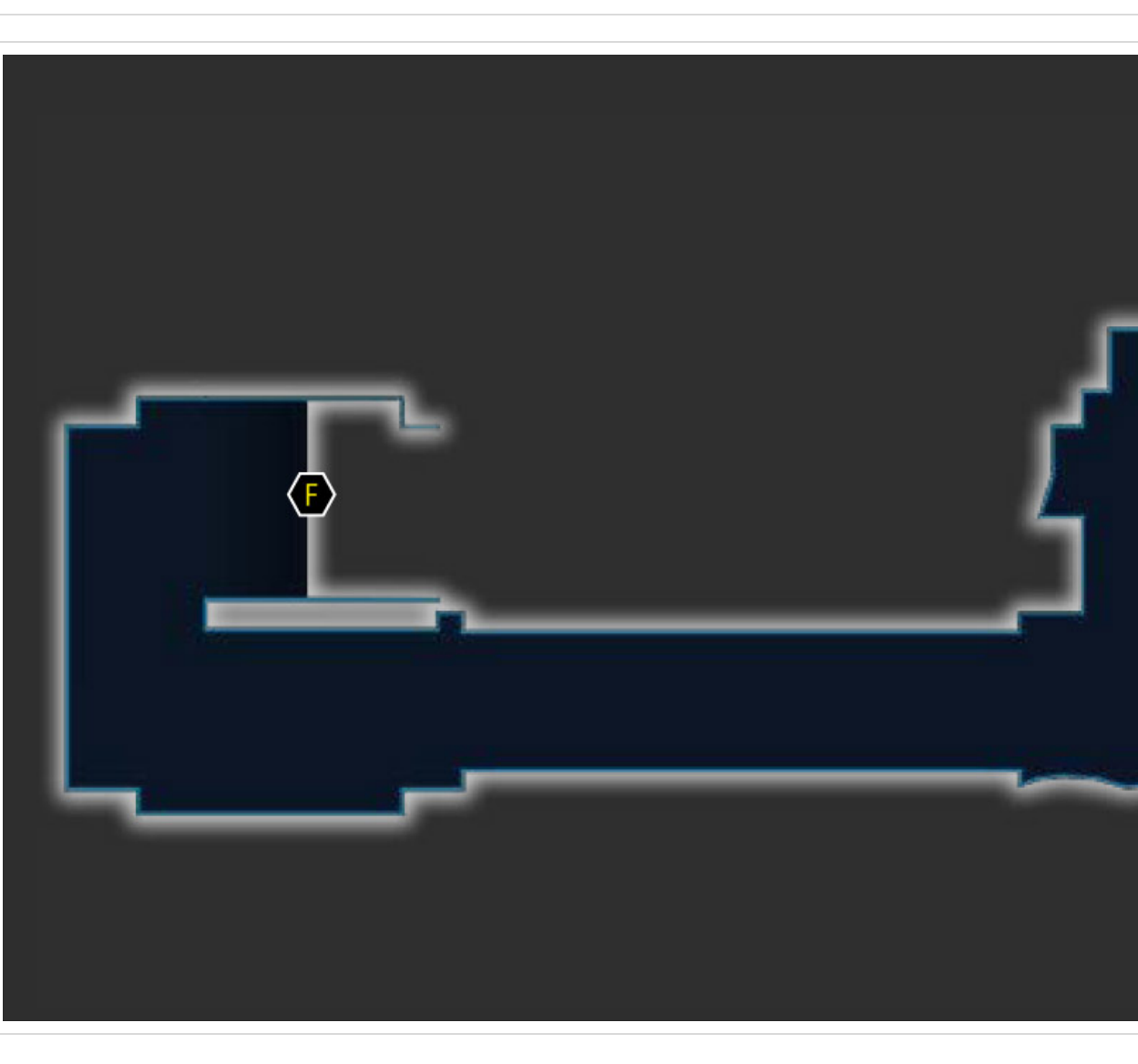
Feros: Collapsed Bridge


Fuel Compartment (Power Cells)
B
LEGEND
To/From Indicator
Codex (via Inspection)
Container (Crate/Kit/Locker)
Vehicle
Store
Medical Kit/Station

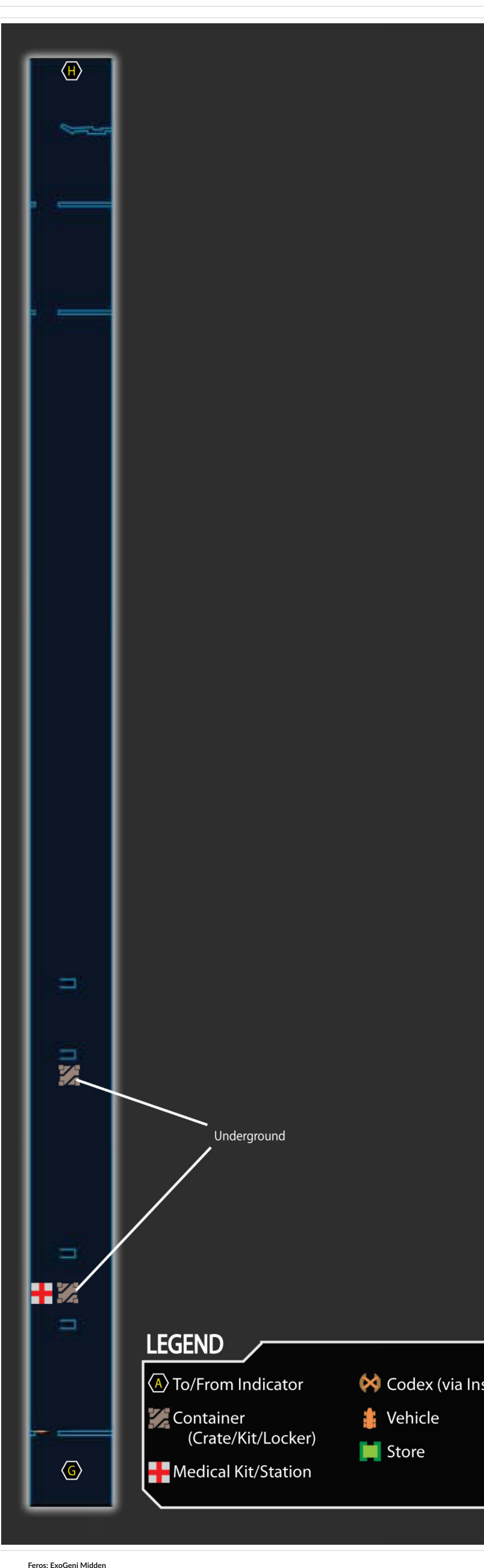
Feros: Prothean Skyway


D
LEGEND
To/From Indicator
Codex (via Inspection)
Container (Crate/Kit/Locker)
Vehicle
Store
Medical Kit/Station
C

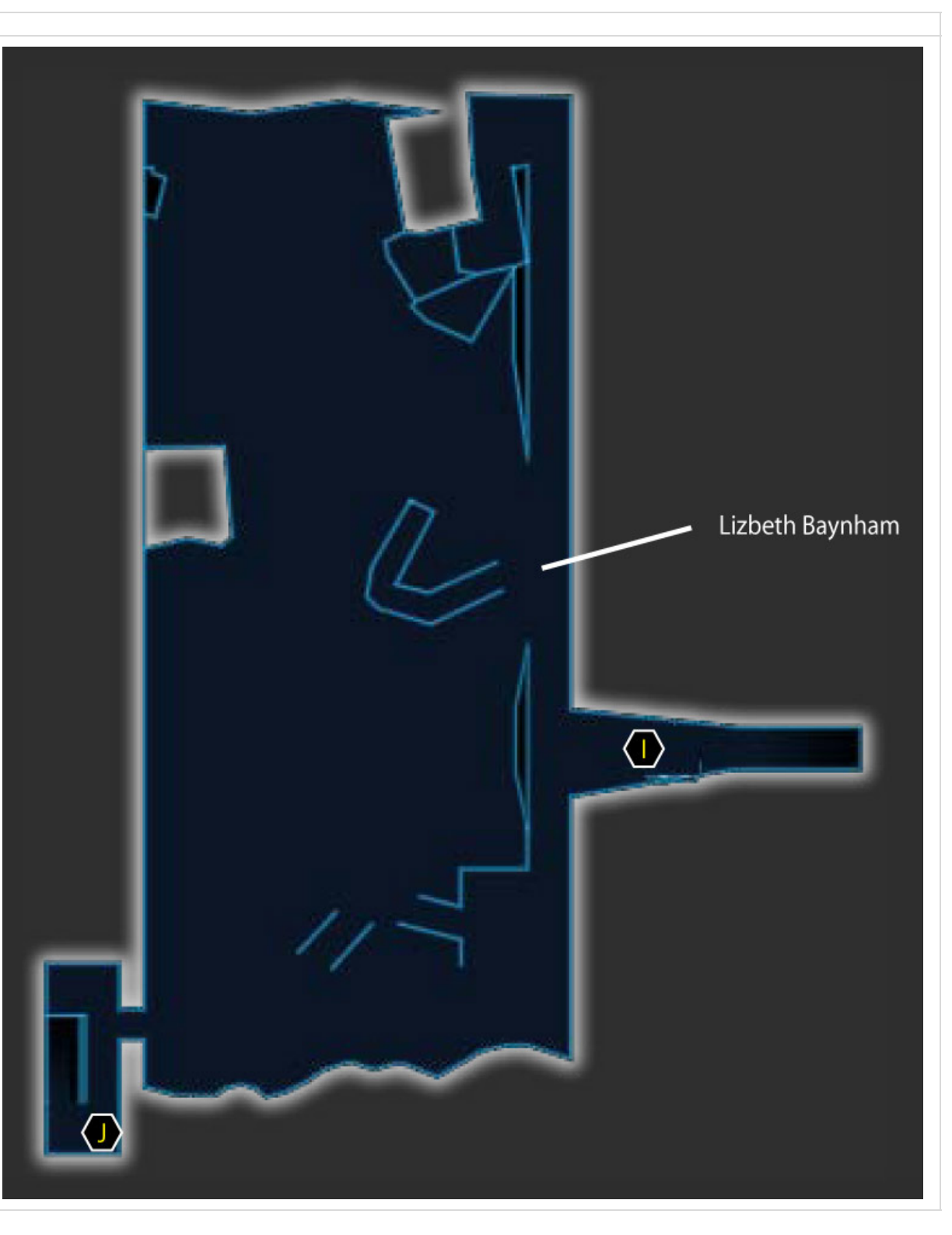
Feros: Upper Weigh Station



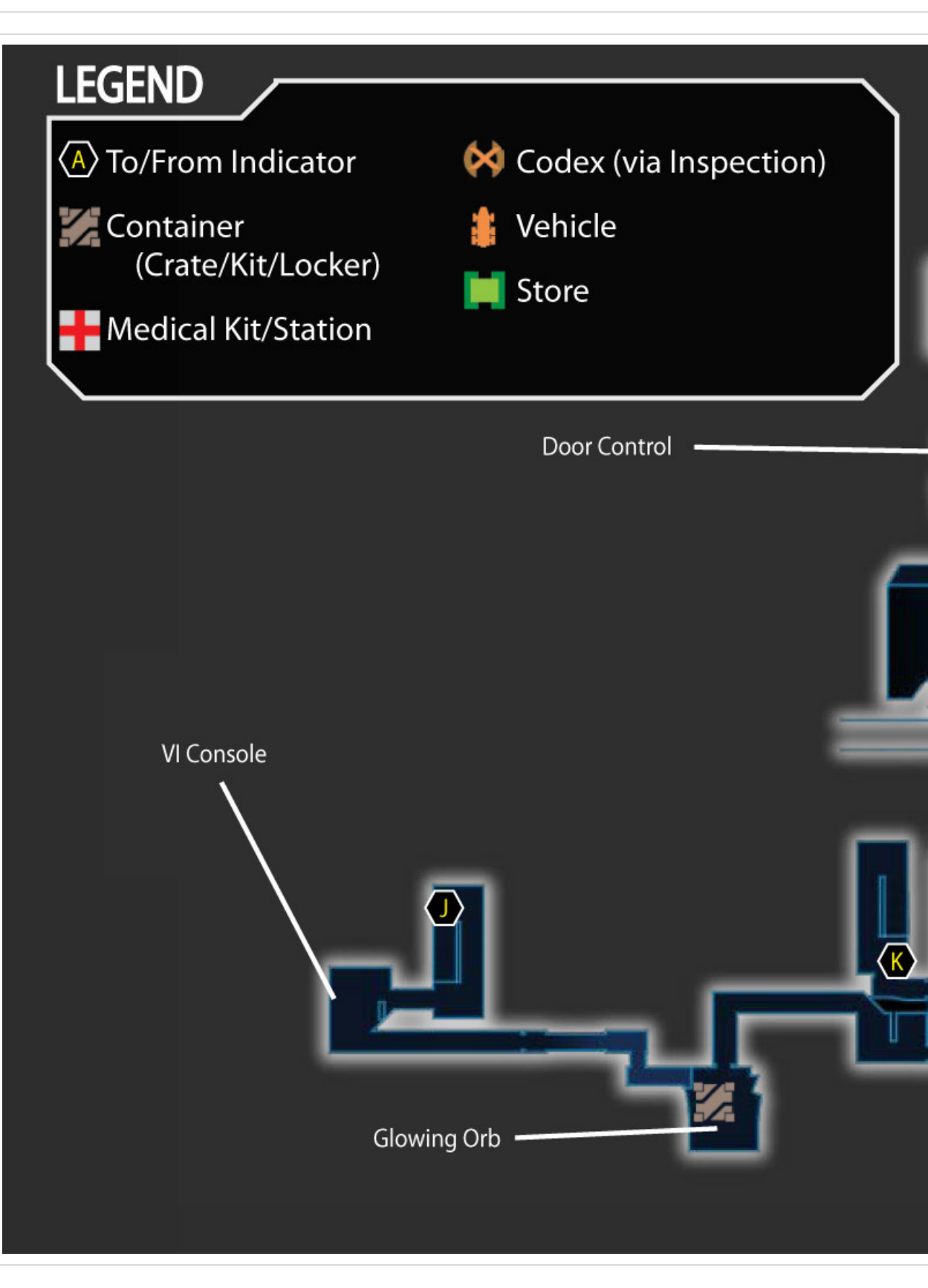
Feros: ExoGeni Approach


H
Underground
LEGEND
To/From Indicator
Codex (via Inspection)
Container (Crate/Kit/Locker)
Vehicle
Store
Medical Kit/Station
G

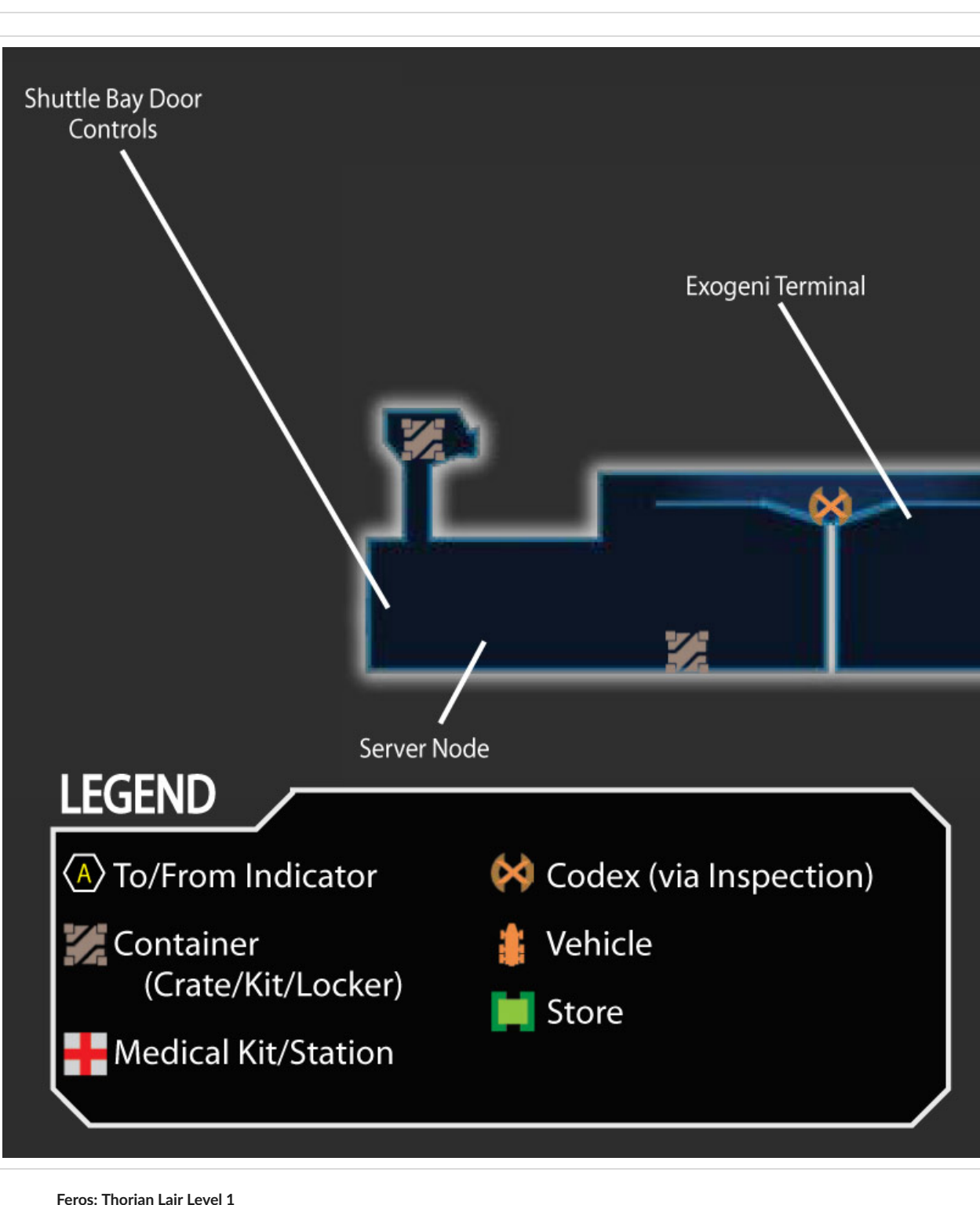
Feros: ExoGeni Midden


Lizbeth Baynham
I
J

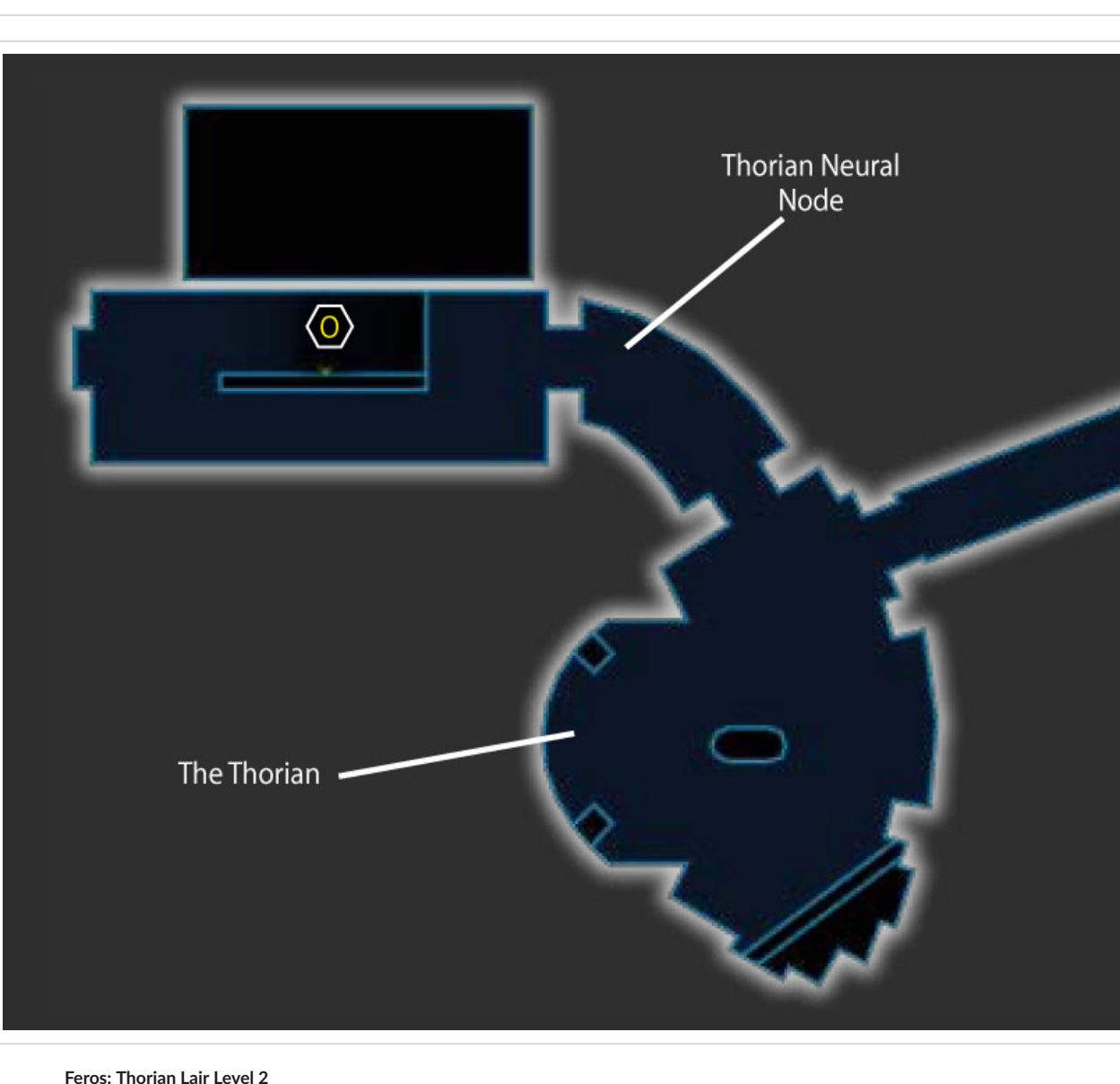
Feros: ExoGeni Main Level


LEGEND
To/From Indicator
Codex (via Inspection)
Container (Crate/Kit/Locker)
Vehicle
Store
Medical Kit/Station
Door Control
VI Console
J
K
Glowing Orb

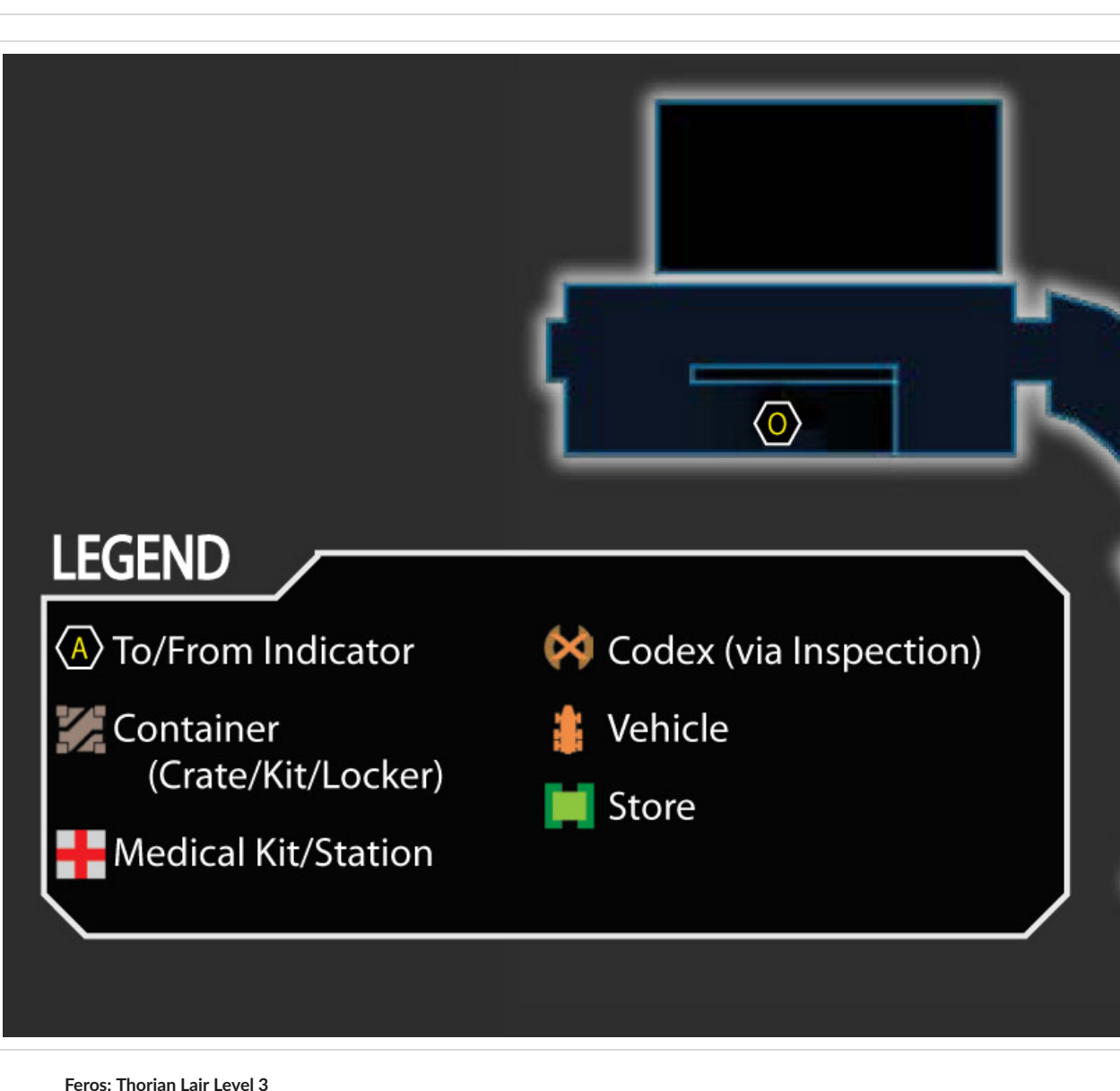
Feros: ExoGeni Upper Level


Shuttle Bay Door Controls
Exogeni Terminal
Server Node
LEGEND
To/From Indicator
Codex (via Inspection)
Container (Crate/Kit/Locker)
Vehicle
Store
Medical Kit/Station

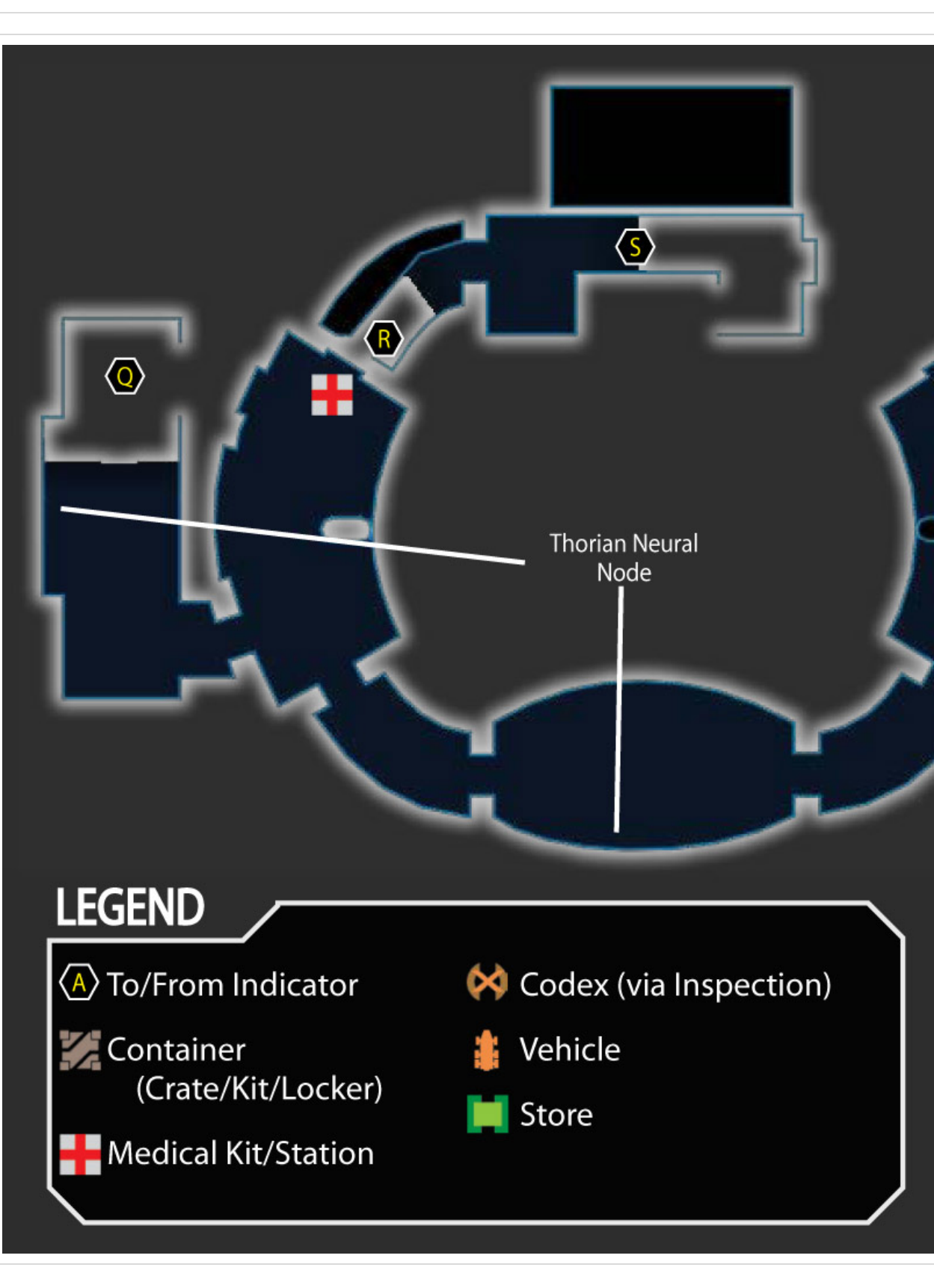
Feros: Thorian Lair Level 1


O
Thorian Neural Node
The Thorian

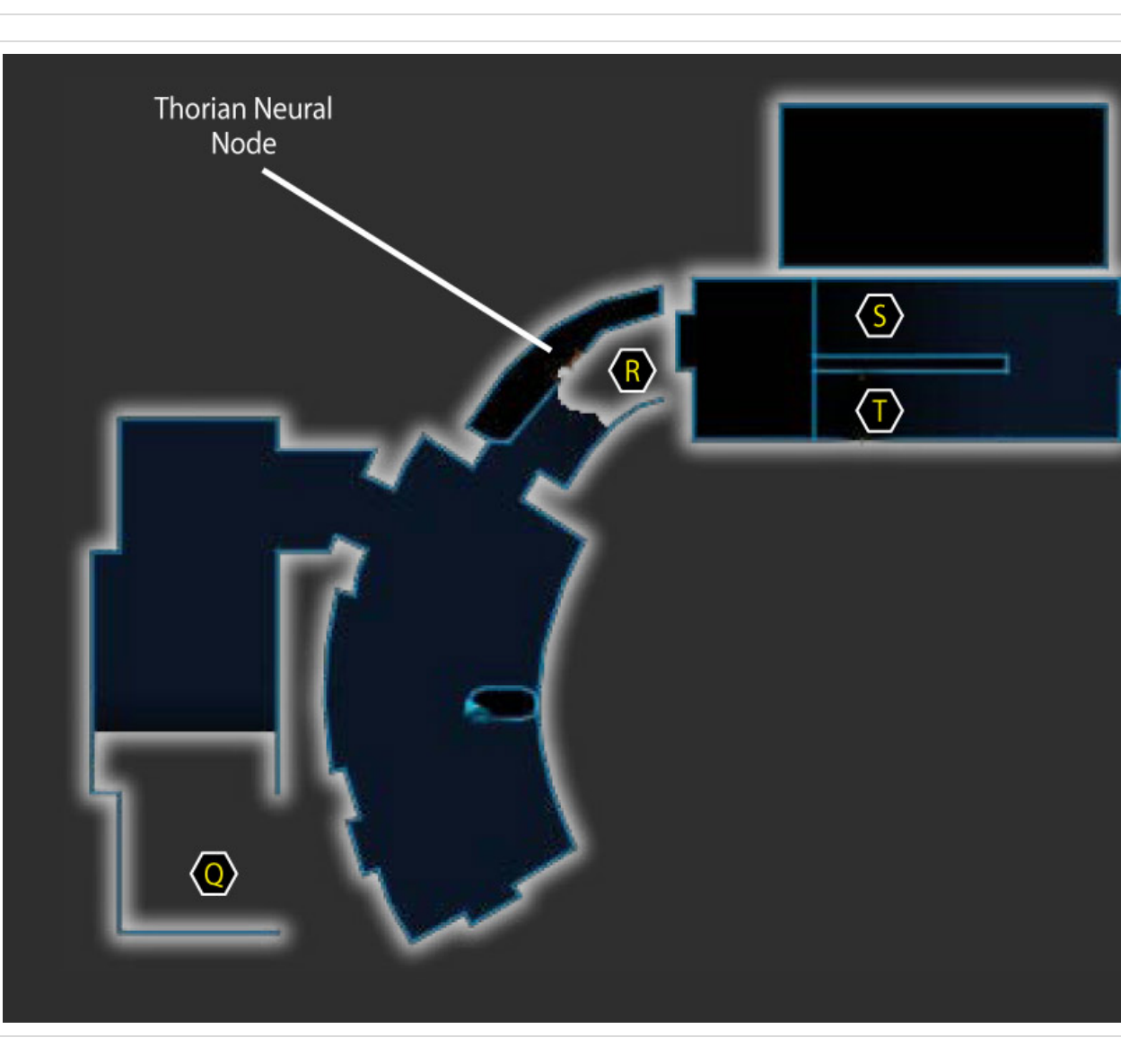
Feros: Thorian Lair Level 2


O
LEGEND
To/From Indicator
Codex (via Inspection)
Container (Crate/Kit/Locker)
Vehicle
Store
Medical Kit/Station

Feros: Thorian Lair Level 3


S
R
Q
Thorian Neural Node
LEGEND
To/From Indicator
Codex (via Inspection)
Container (Crate/Kit/Locker)
Vehicle
Store
Medical Kit/Station

Feros: Thorian Lair Level 4


Thorian Neural Node
S
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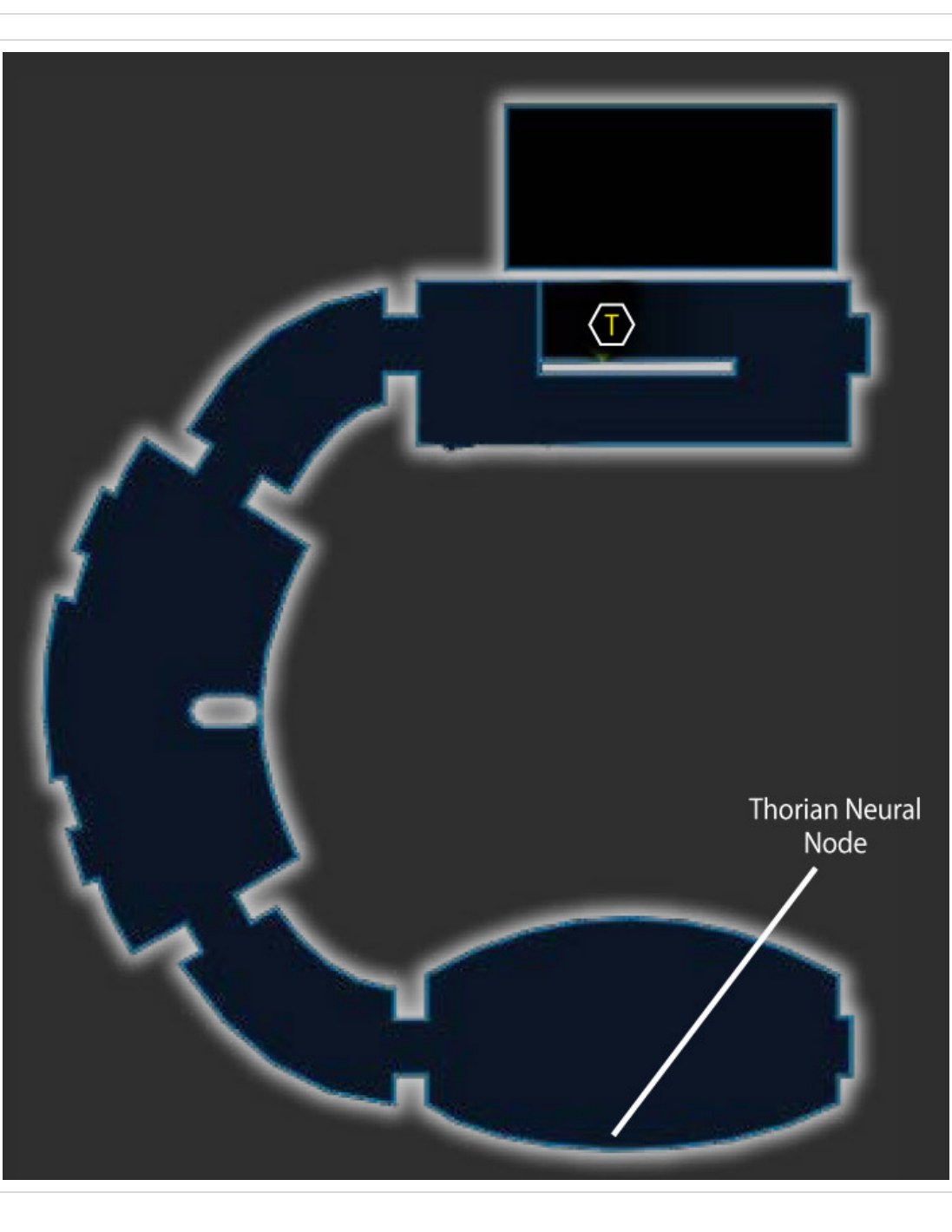
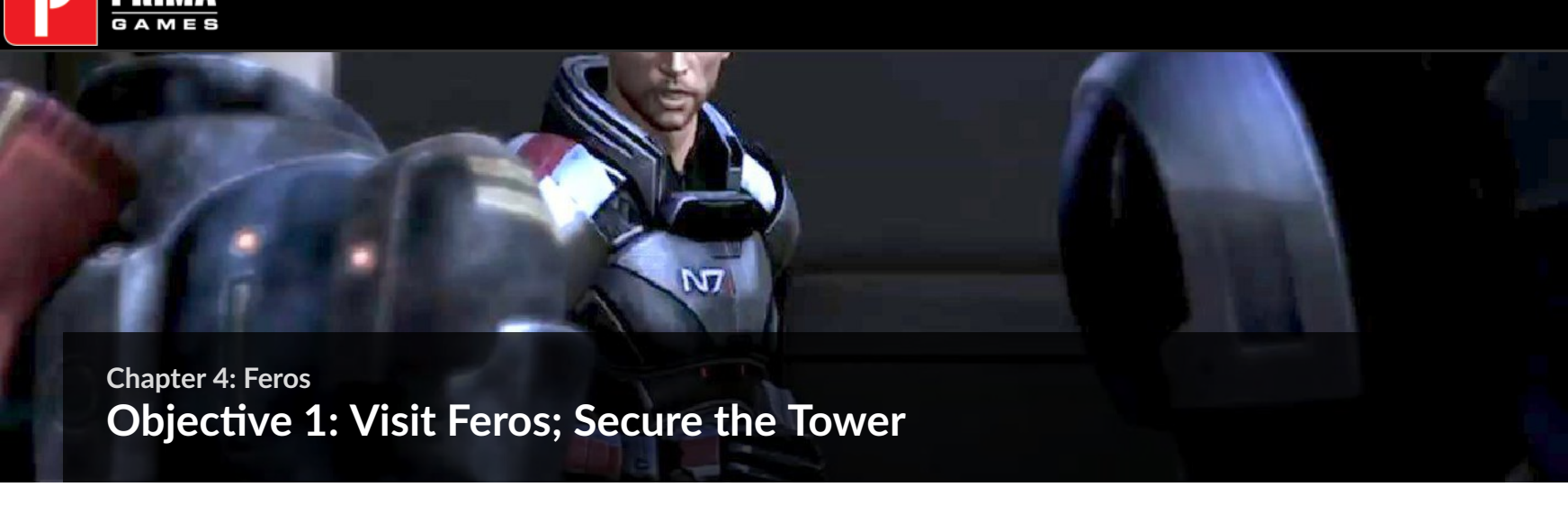
Q

Feros: Thorian Lair Level 5

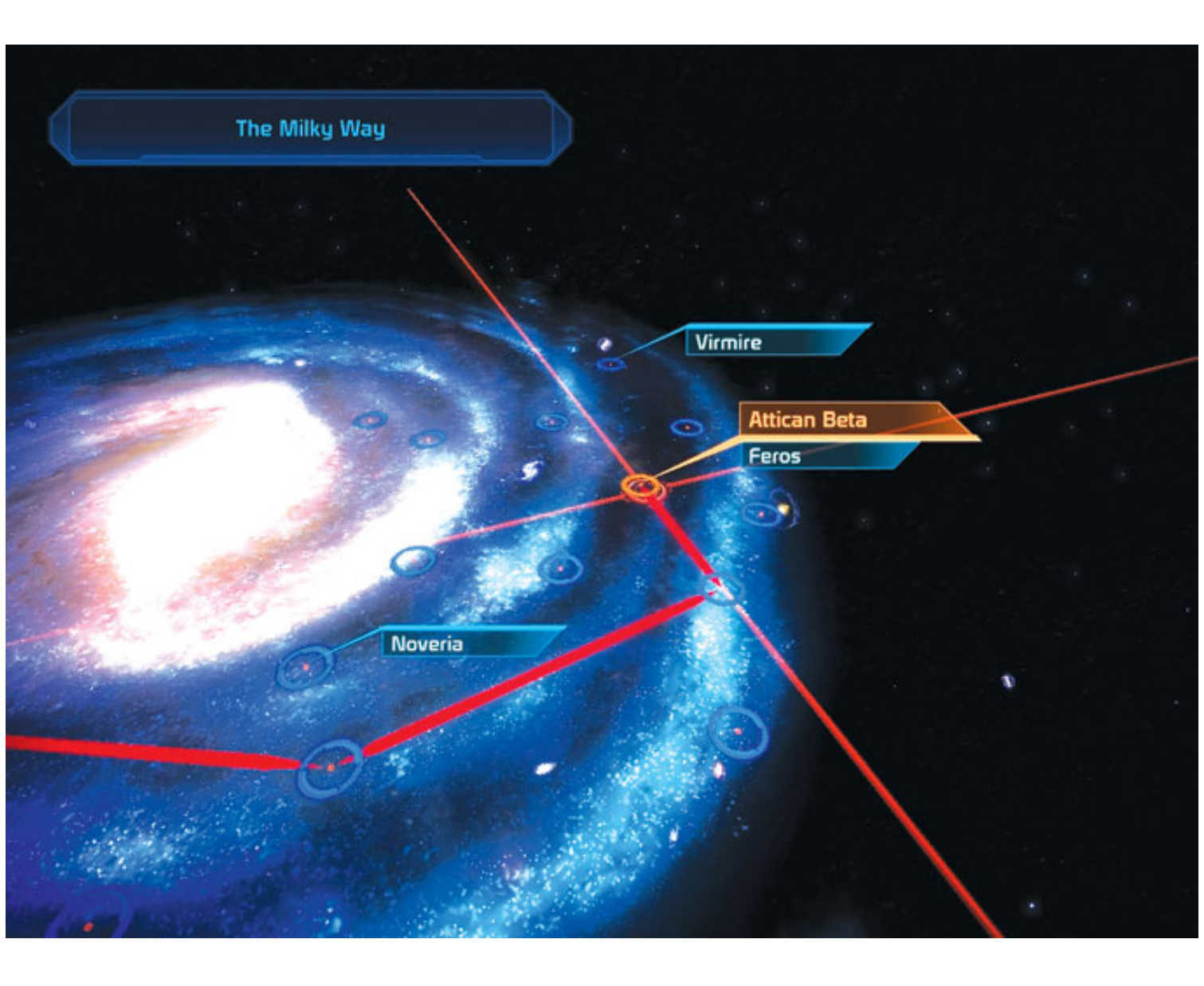

T
Thorian Neural Node



Chapter 4: Feros

Objective 1: Visit Feros; Secure the Tower

Onward to Feros



Ready to get a move on, Commander? View the galaxy map and select the Attican Beta cluster, which is marked with a "Feros" label.

Select the Theseus system, also marked by a "Feros" label. When you make your arrival, select planet Feros and choose to land there.

Note

The first time you open the galaxy map after completing your second post-Citadel, plot-based world, Joker informs you of an urgent message from the Council.

Head to the comm room and open communications with the Council to learn of a new planet worthy of exploration: a world called Virmire.

You may choose to visit Virmire before proceeding to Feros if you'd like; the choice is entirely up to you. Skip ahead in this walkthrough if you'd prefer to visit Virmire next.

Unlike your recent trip to Noveria, no one contacts the Normandy while the ship approaches Feros.

Communications indeed seem to be down throughout the colony. No matter. Approach the airlock and select your squad mates, then step outside.

Note

Unlike Noveria, no characters have a particularly special interest in the events that unfold at Feros. Combat will be intense and biotics will come in handy against certain foes, but feel free to bring any teammates you'd like.

If you're having a hard time making a choice, you can never go wrong with a balanced crew.

Caution

Things kick off with a bang here at Feros. Make sure to allocate any spare Talent Points your squad mates may have gathered and equip your team with top-shelf gear.

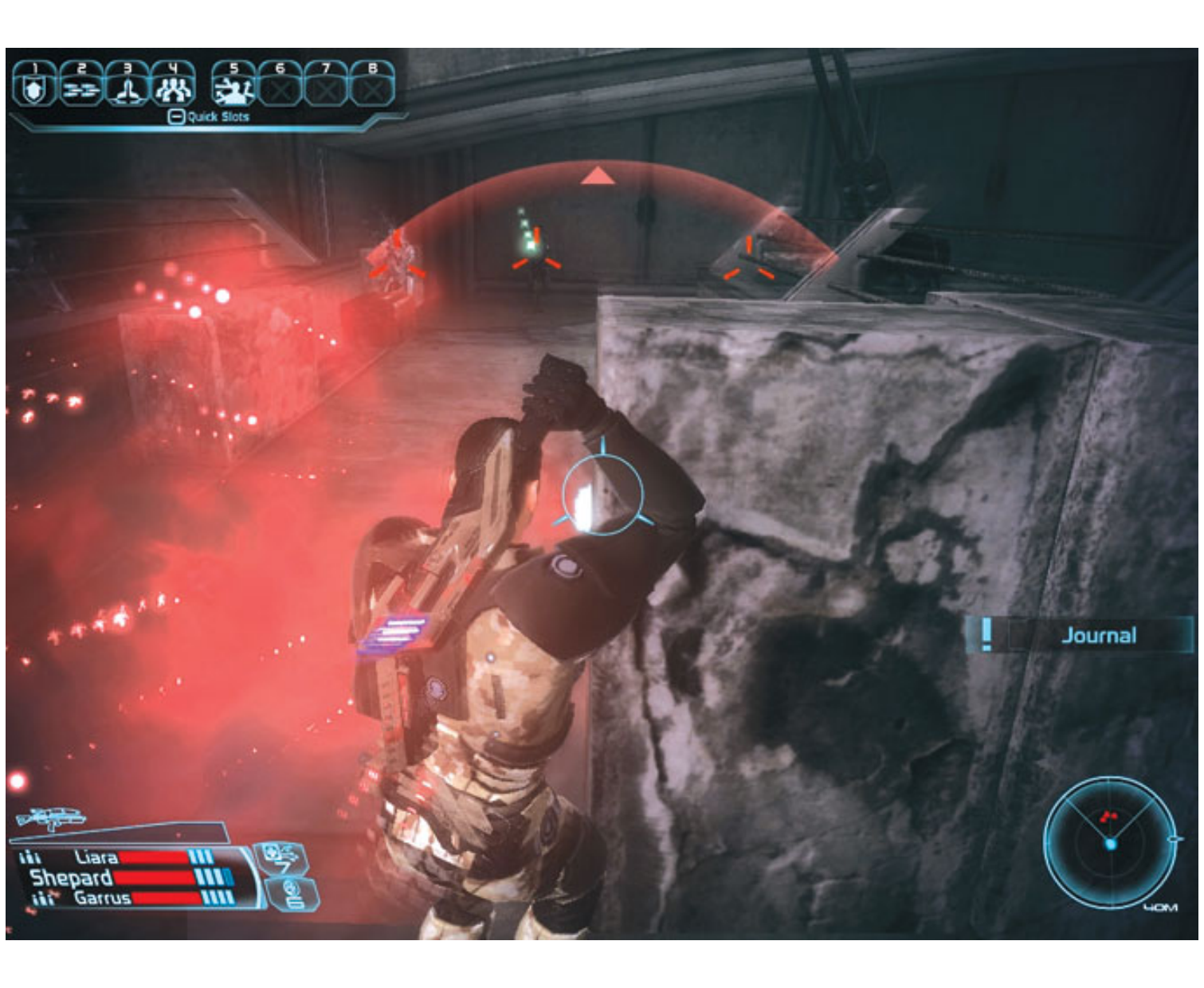
Anti-synthetic weapon upgrades grant your squad a distinct advantage.

And... Action!

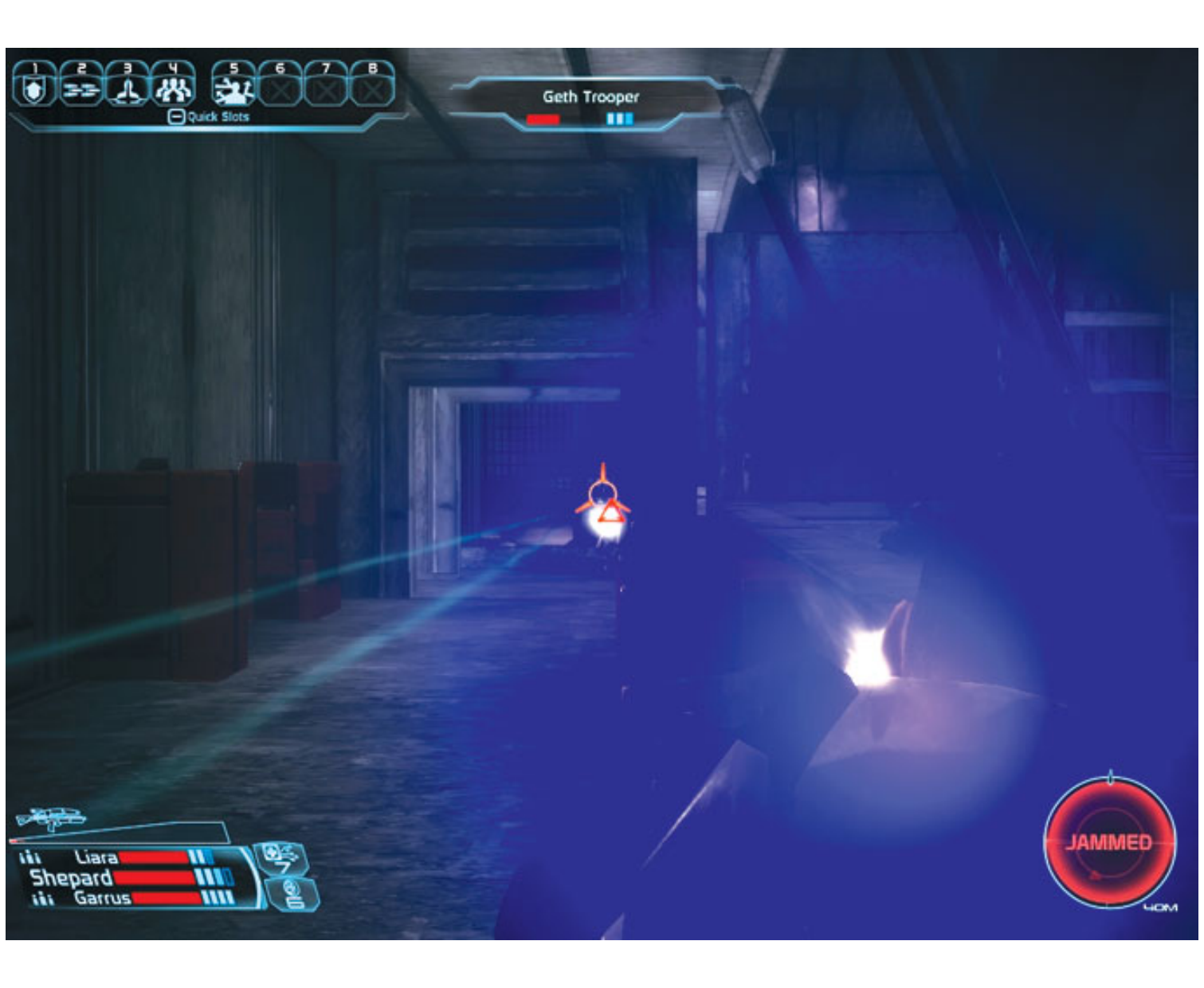
Exiting the Normandy, Commander Shepard and company see a man named David al Talaqani standing nearby. David greets the crew, saying he and the colony saw the Normandy land.

He goes on to say that someone named Fai Dan would like to speak to the Spectre. Question David about Fai Dan to learn that he's the colony's leader, and that he'd like Shepard's help in repelling the geth.

David doesn't get a chance to say much else, unfortunately; he soon becomes the target of a geth shock trooper's deadly Carnage blast!



It seems the colony is in even worse straits than you'd been led to believe. Immediately seek cover and return fire on the nearby geth trooper and shock trooper.



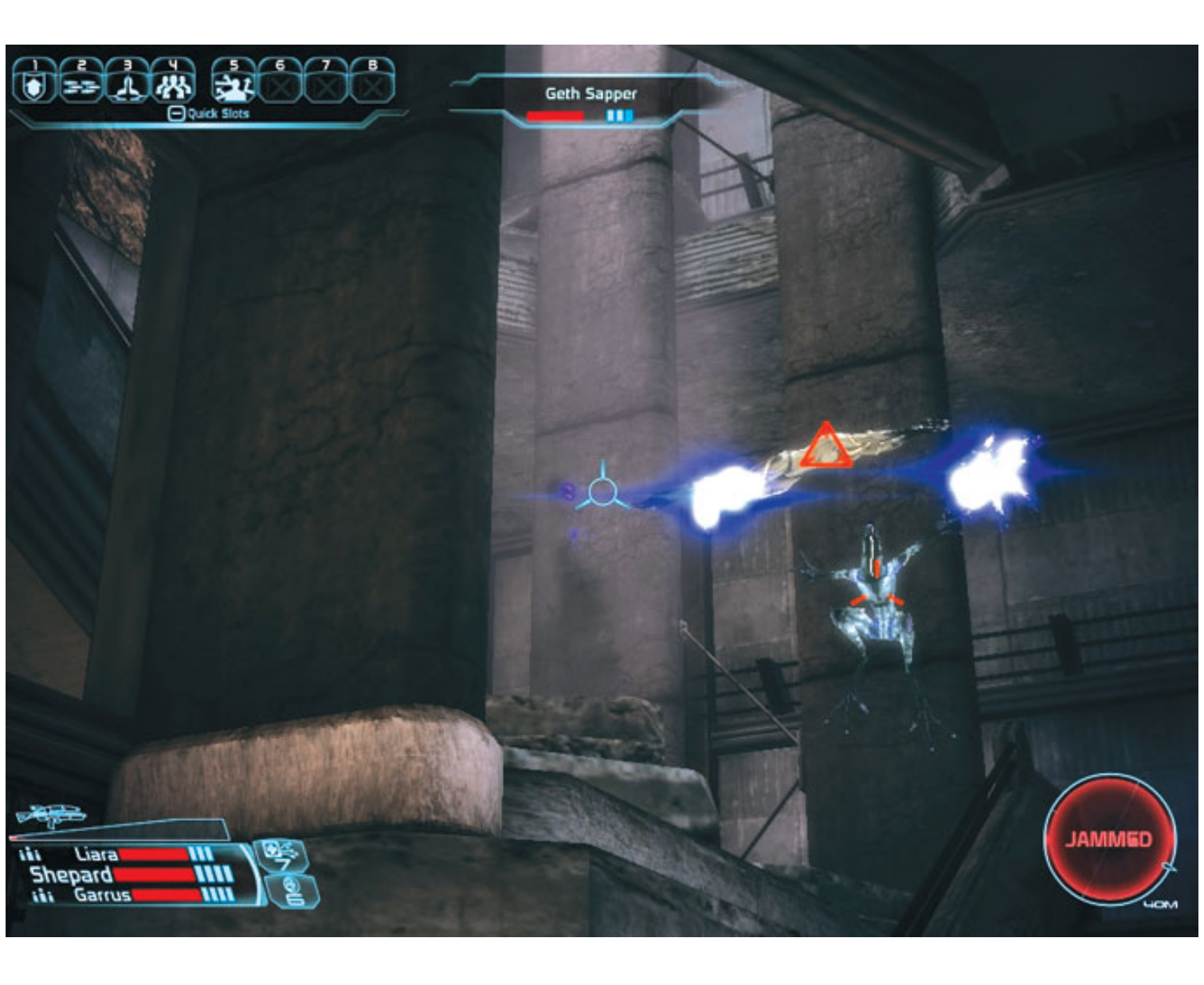
Many more geth soldiers open fire from farther down the walkway to your right. Crouch down and press Shepard's back against the walkway's low wall, popping up to blast the geth.

Advance as necessary. You shouldn't have much trouble against these foot soldiers so long as you're careful to avoid the shock troopers' potent Carnage attacks.

Note

The walkway's red crates can be lifted with biotic abilities and destroyed with heavy gunfire. Use this to your advantage and avoid seeking shelter behind the crates unless absolutely necessary.

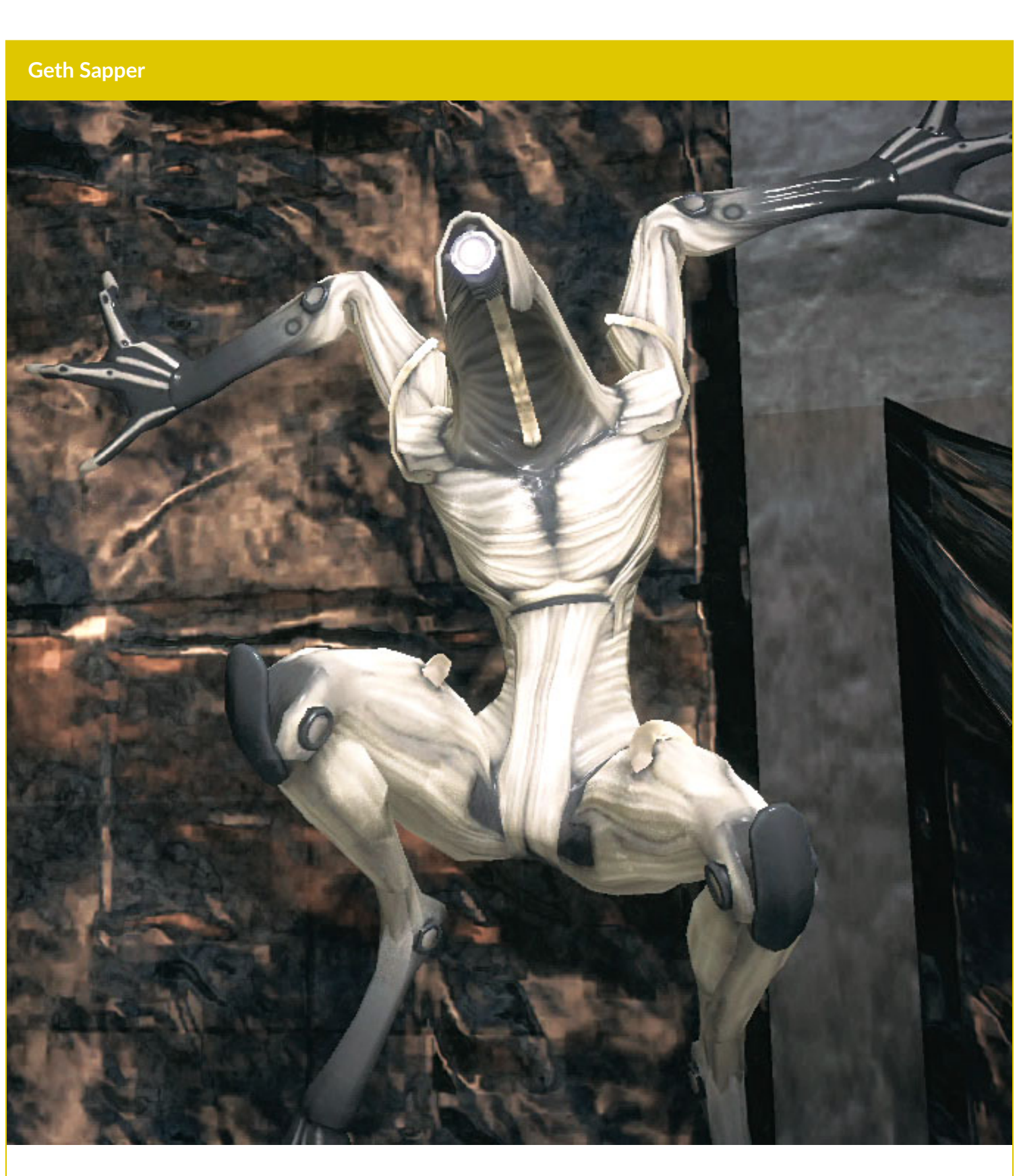
Stairwell Stalker



Secure the walkways near the Normandy, then cautiously move forward. Your radar soon becomes jammed—a geth stalker and a geth sapper lurk nearby.

Mark these enemies from range and fire on them before advancing up the stairs. These synthetic villains are quite agile, but you should have little trouble handling both of them.

Geth Sapper



Rating: Minion
Resistances: None
Weaknesses: Biotics

Powers

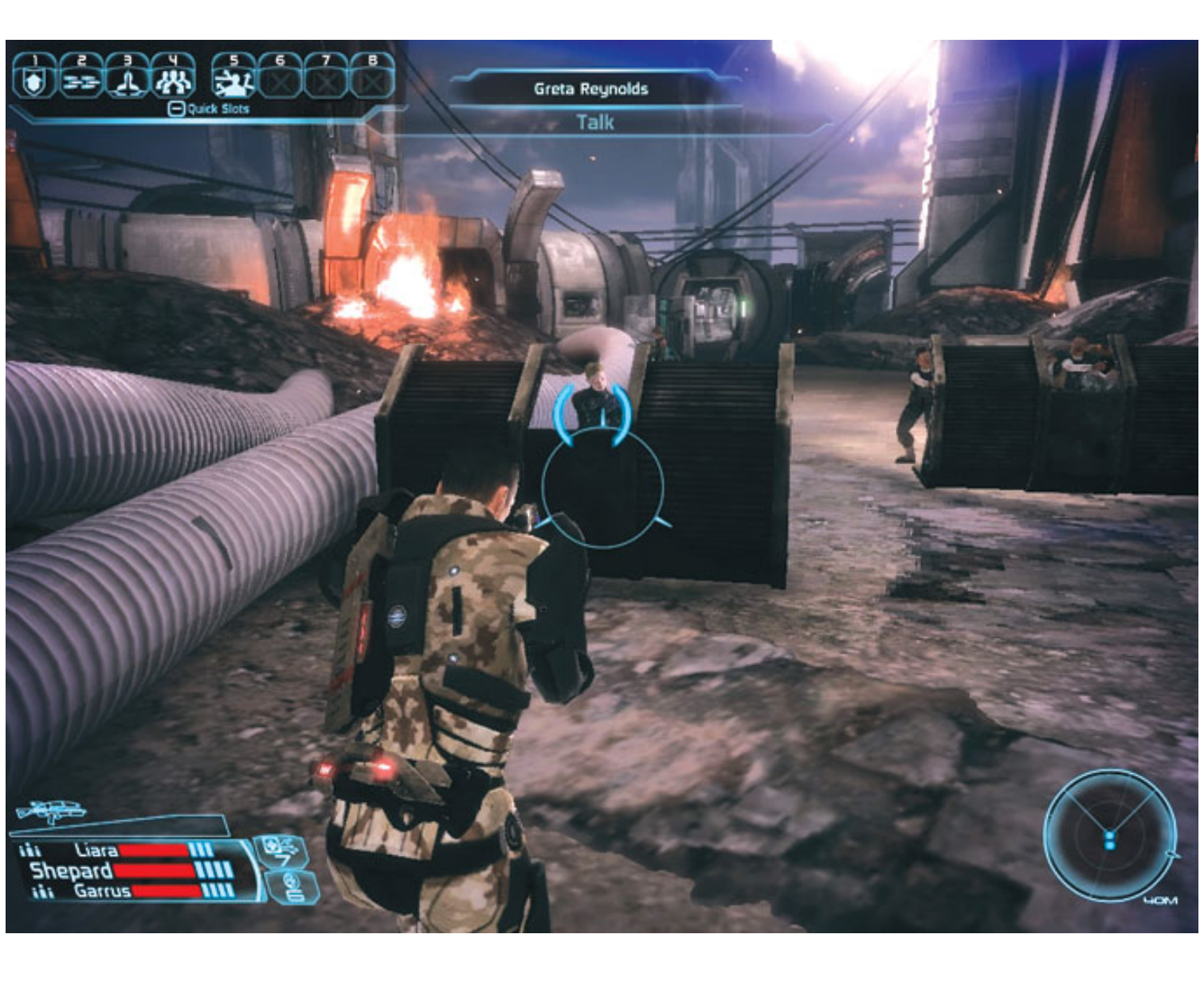
- Radar Jamming 3
- Radiation Burst
- Sabotage Beam
- Wall Jump

Sappers are the weakest form of geth hoppers. Like stalkers, they have a limited stealth capability and can effortlessly leap to walls and ceilings to avoid detection and thus present a tough-to-track target.

They also employ a variety of beamlike weaponry designed to weaken targets and make them vulnerable to more powerful geth ground forces.

Sappers sport weak armor and shields, however, and are easily annihilated with a bit of gunfire, provided you're able to hit them.

Exploring Zhu's Hope

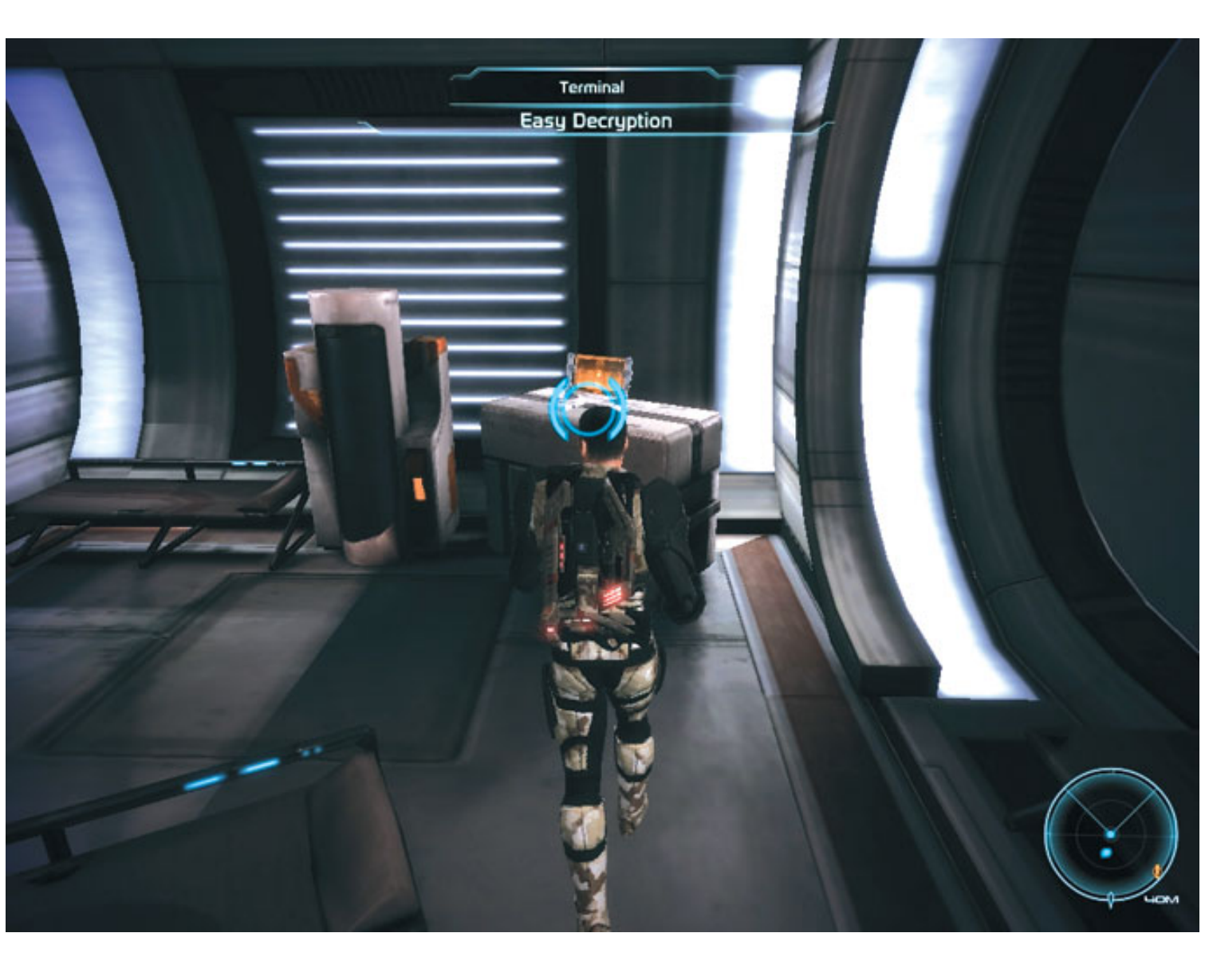


Just beyond the stairwell, Shepard and crew encounter a number of entrenched colonists on high alert for geth activity. The entire place is a wreck and most of the colonists have little to say at the moment.

Make your way toward the west side of the area in search of the man David al Talaqani told you to speak with: the colonists' leader, Fai Dan.

Have a look around as you go, speaking with colonists you see for a few odd bits of chatter.

Assignment Acquisition



If you'd like, decrypt the terminal inside the freighter to acquire an off-world assignment entitled Investigate Shipments.

You'll be able to complete this optional task after you've finished your business here at Feros; see the Spectre Assignments portion of the guide for details.

Chatting with the Blakes

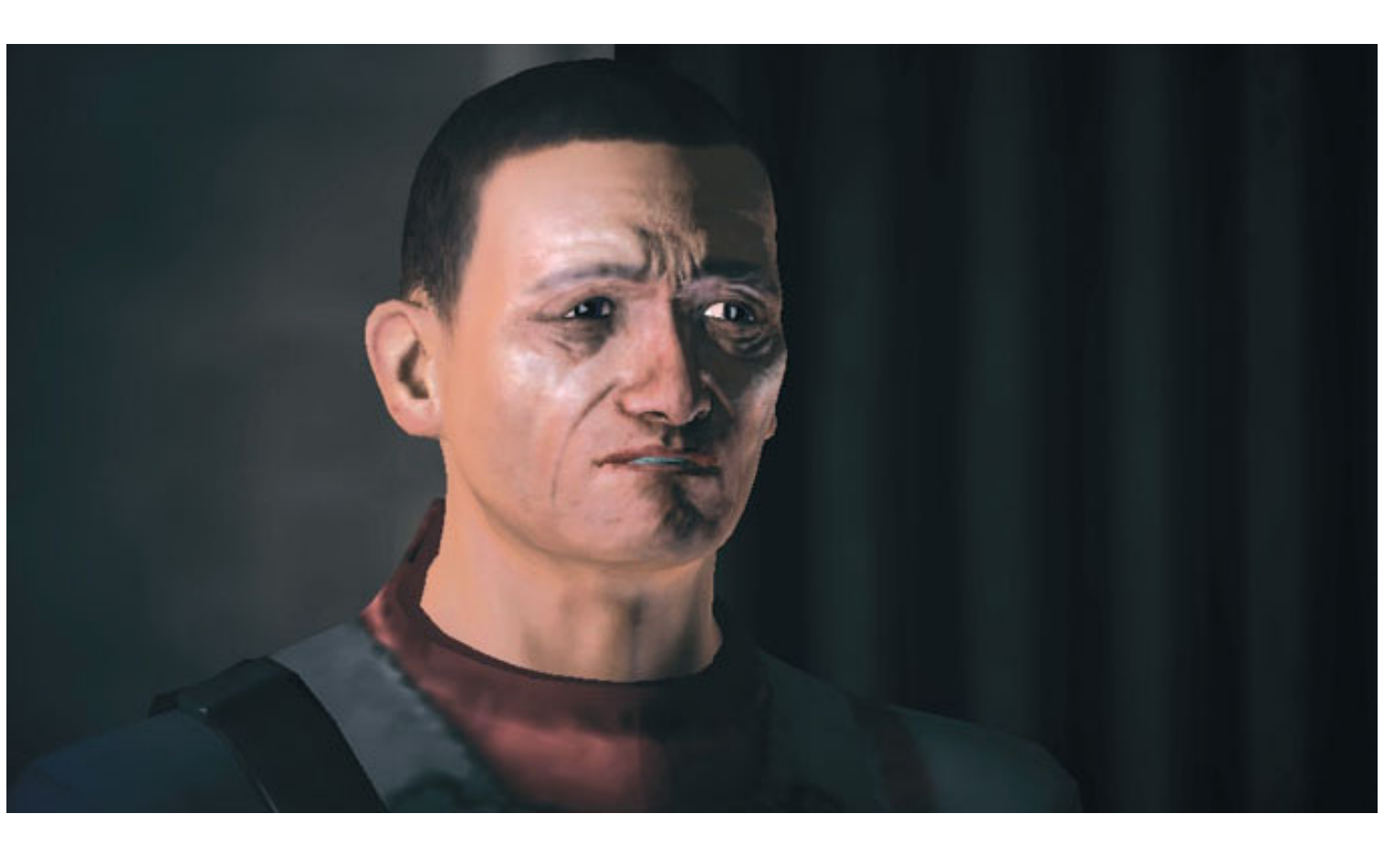
Pay a visit to another nearby bunker for a brief yet peculiar chat with an elderly couple, Hollis and Calantha Blake. The two harried colonists seem quite out of sorts; Calantha stumbles over her words more than once.

They explain they're simply exhausted from the ordeal they've been through, but something isn't quite right. The dialogue choices you make here can net you a handful of morality points.

Tip

Examine the public extranet terminal in the Blakes' bunker for a new secondary Codex entry.

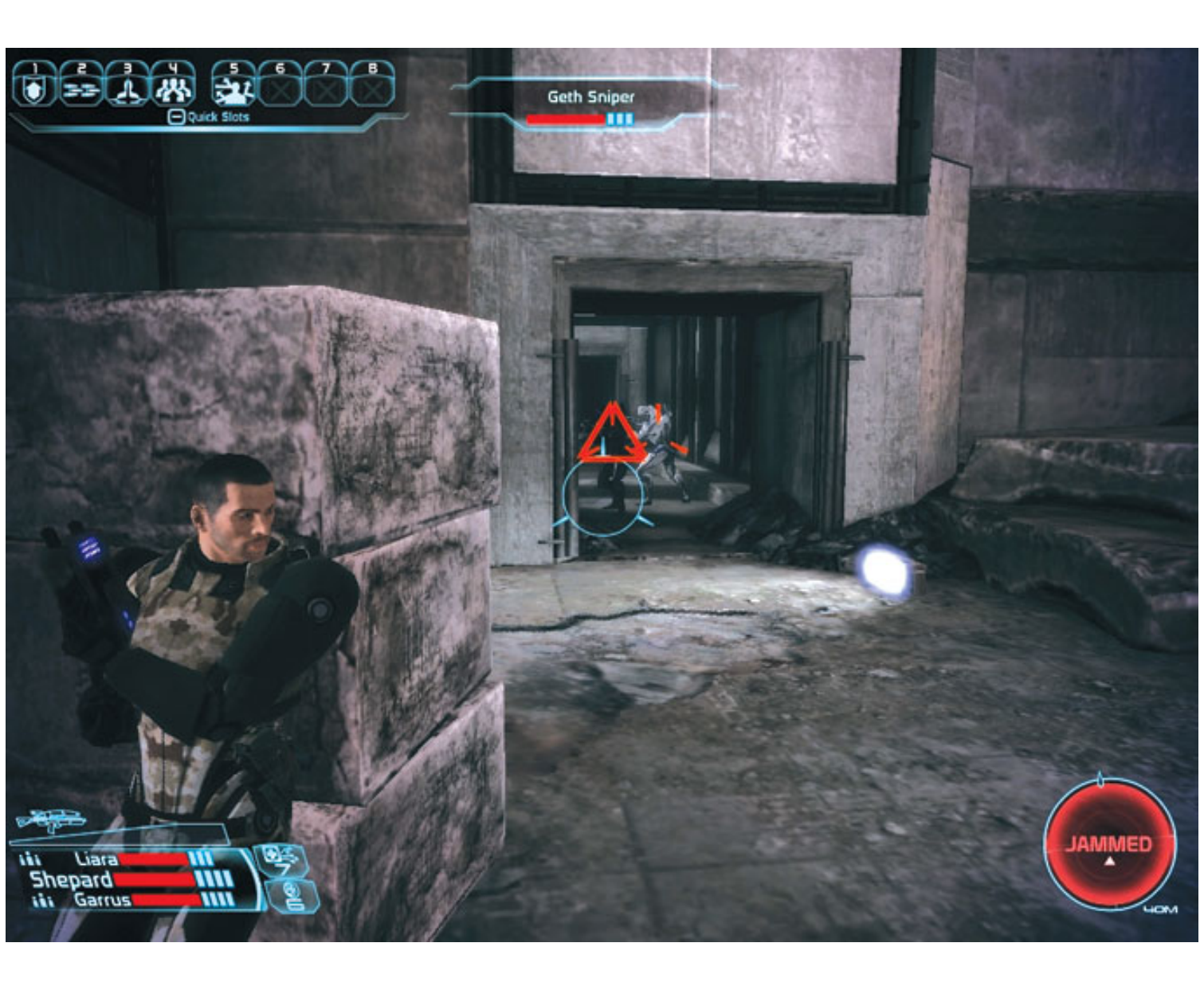
Meeting Fai Dan



There's little else to see or do around the campsite, so proceed to the compound's west side and strike up a conversation with the colonists' leader, Fai Dan.

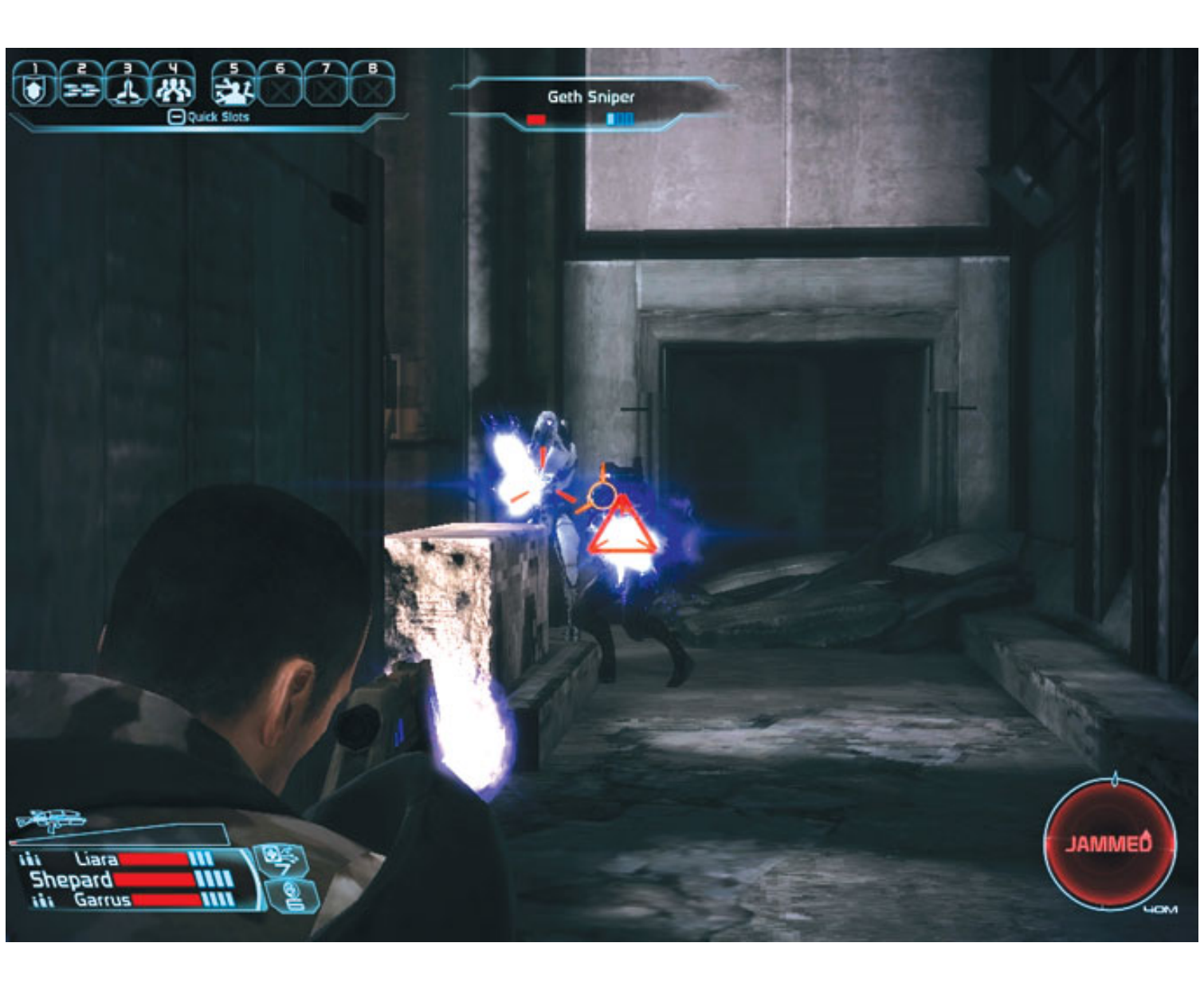
The man seems grateful to see an actual officer amongst them, but the conversation doesn't get very far. Multiple geth soldiers soon advance from the north.

You seem to have arrived just in time. The colonists are truly being overrun!



Immediately press Shepard's back to the large, nearby stone and begin firing around the side. Lay down a wall of gunfire on the geth sniper and shock trooper in the northern passage.

Try to eliminate both targets from this vantage, and move up to the passage's entry afterward.

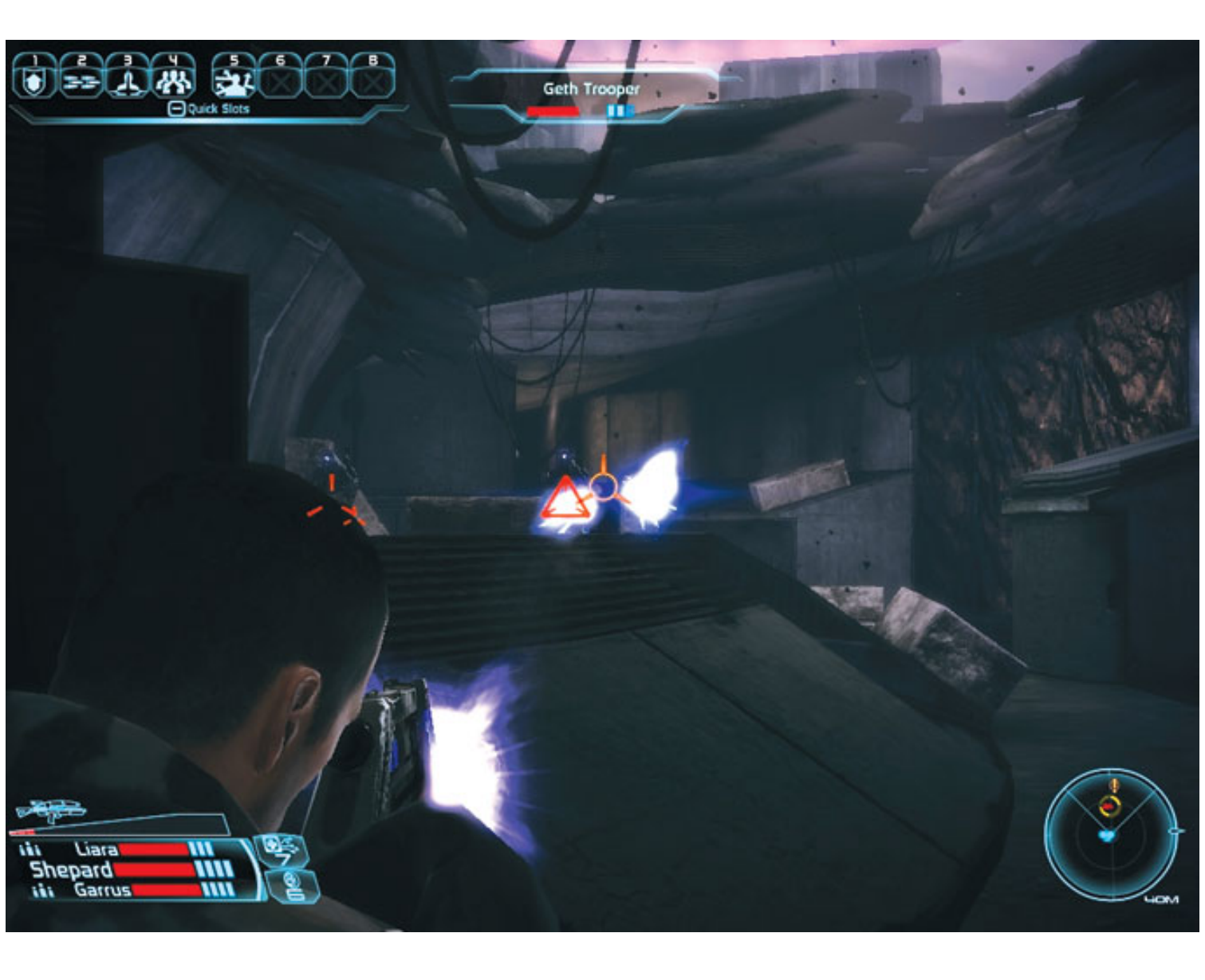


Take to one side of the entryway and poke out to blast any synthetic that moves into view. No hoppers are present to disrupt your radar, so monitor the geth carefully and drop each hostile you see.

Advance into the passage when it's safe to do so, sprinting from one bit of cover to the next as you work at clearing the area.

Snipers and shock troopers are the biggest threats you face, so you should have little trouble here.

Securing the Tower



Save your progress after securing the passage and following stairwell. A giant tower stands just ahead, but the structure is teeming with geth troopers, shock troopers, and even a few recon drones.

The geth are using this tower as staging ground for their assaults on Zhu's Hope, and the colonists would certainly appreciate it if you manage to secure the structure.

Keep your distance and press Shepard's back against the left-side wall, peeking out to fire on each hostile you sight. Fall back if necessary and just keep at it until the geth are no more.

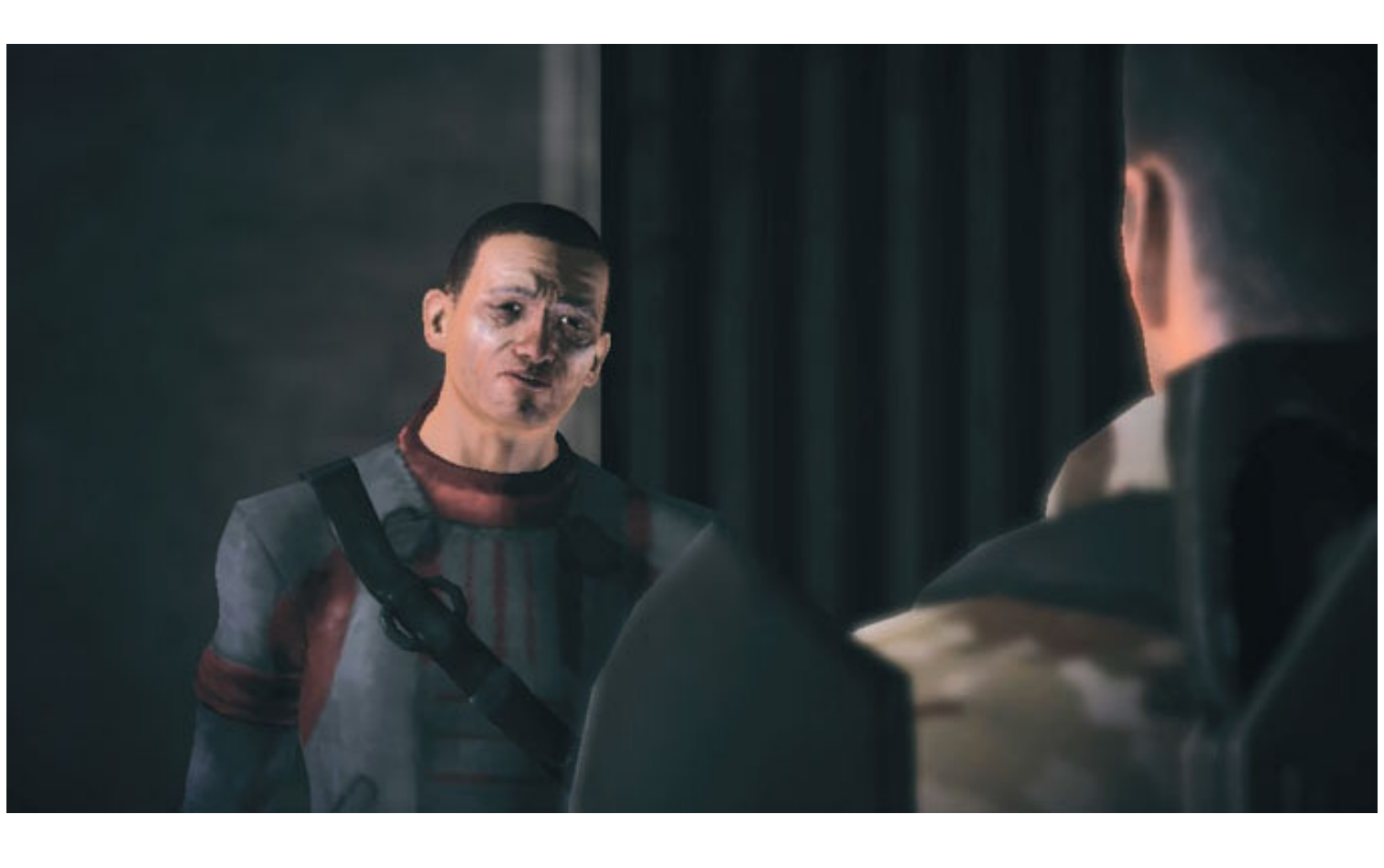
Caution

When the tower is nearly secure, a hulking destroyer suddenly advances on you from the area's far end. Dodge the destroyer's Carnage assaults and strive to drop this dangerous adversary before it can close in.

Tip

Search the far west end of the tower's base to locate a medical station and upgrade kit.

Report Back to Fai Dan

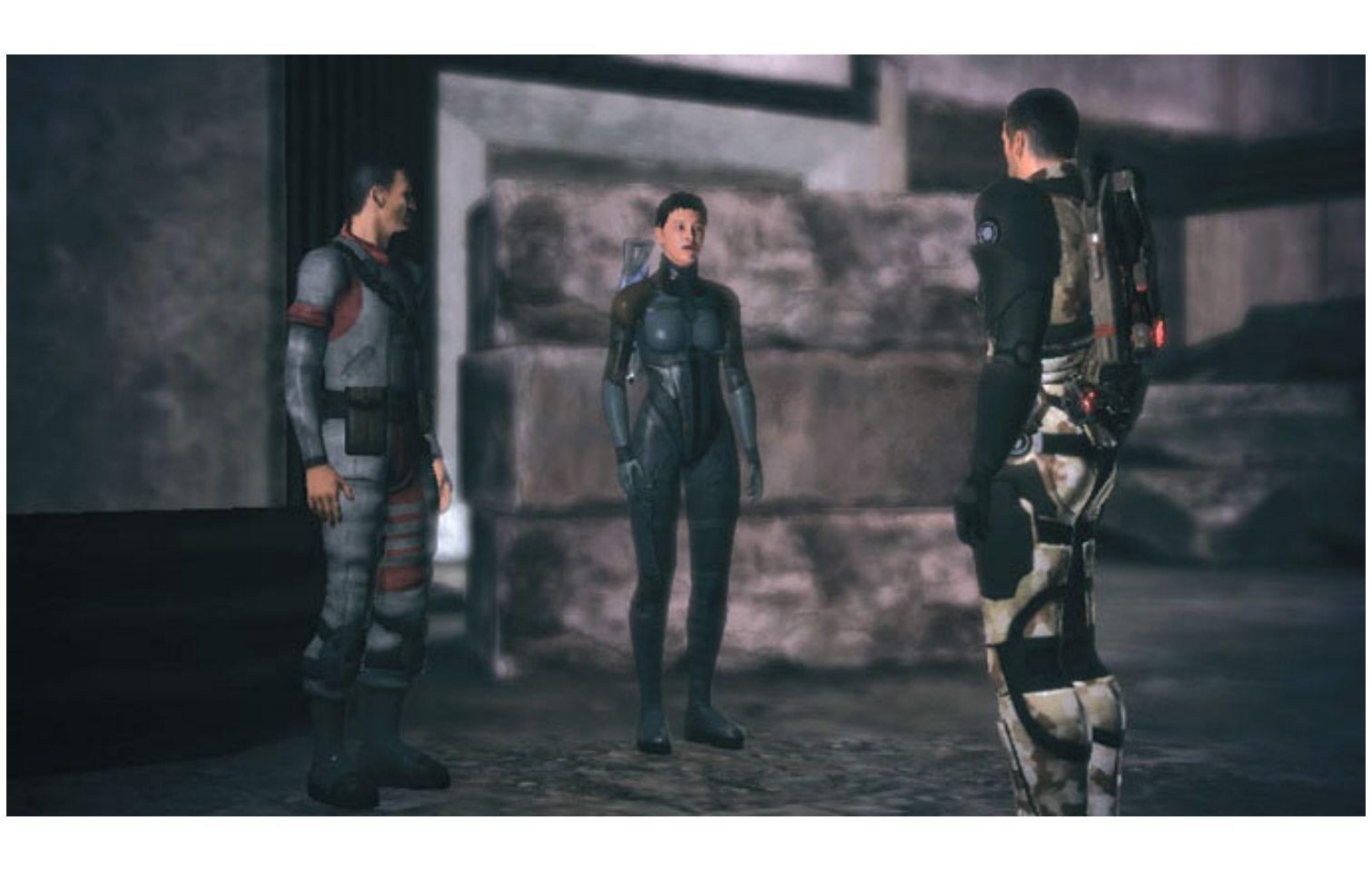


Freeing the tower from the synthetics' grip prompts a massive overhead geth dropship to quickly flee the scene. Wonder where it's off to? No matter; you've succeeded in securing the tower.

Return to speak with Fai Dan, who's grateful for your help. The colonists' leader knows the geth will return eventually, but he can't say why they're attacking the colony.

Fai Dan informs Shepard that the main geth base is stationed at ExoGeni's headquarters, a remote research facility that can only be accessed via a crumbling Prothean skyway.

The tone you take throughout this dialogue can earn you a few morality points.



Fai Dan's second-in-command, Arcelia Martinez, stands nearby and jumps in on the conversation at various points as well.

She voices concern over more geth in some nearby tunnels, and Fai Dan concurs that the geth have an outpost there that the colonists would be relieved to see destroyed.

He also hints that the colony is suffering because of a lack of basic survival necessities: They're running out of power, clean water, and food.

He asks Shepard to speak with colonists in charge of such mundane matters if the Spectre would like to help out.

Note

The colonists' troubles with food, water, power, and the geth in the northern tunnels are all tied to optional assignments.

You aren't required to explore these side tasks to complete your primary mission here at Feros, but the option is there if you're interested in gaining extra XP, morality points, and the like.

See the Feros Assignments box at the start of this chapter for basic info, and refer to the Spectre Assignments portion of the guide for in-depth coverage.

Tip

Even if you have no intention of completing the colonists' assignments, pay a quick visit to Davin Reynolds, who stands inside the bunkers.

He's in charge of securing food for the colony, and you can earn a primary Codex entry from your brief chat with him. The salarian merchant, Ledra, is worth speaking to, as well. See the following section for details.

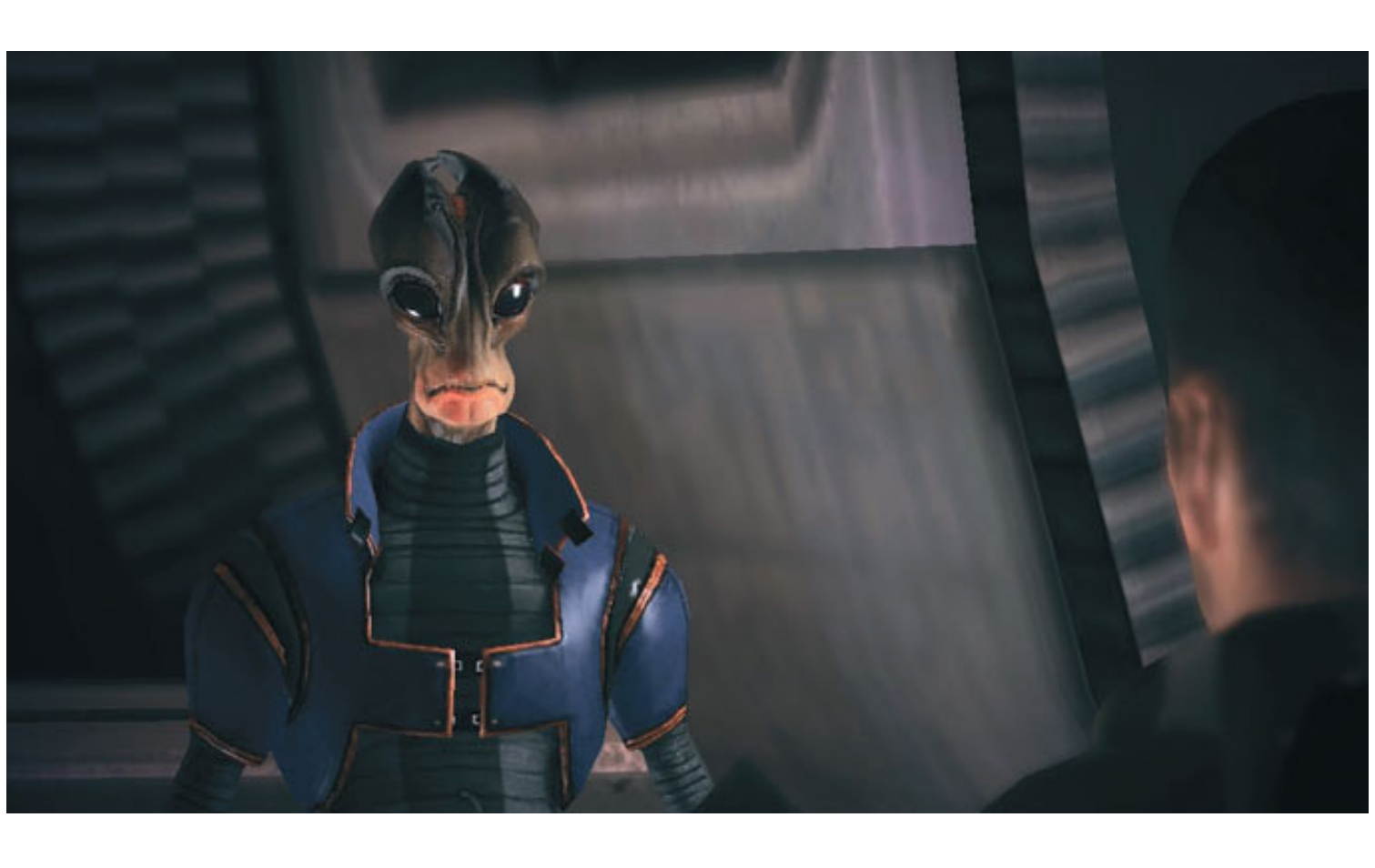
If you'd like, Fai Dan and Arcelia can also tell you a bit about other matters related to life at the colony.

Question them thoroughly to learn that ExoGeni has been scouring the planet for valuable Prothean artifacts, articles worthy of research and investigation.

They think the geth must be conducting a similar type of search, albeit in a far more aggressive manner.

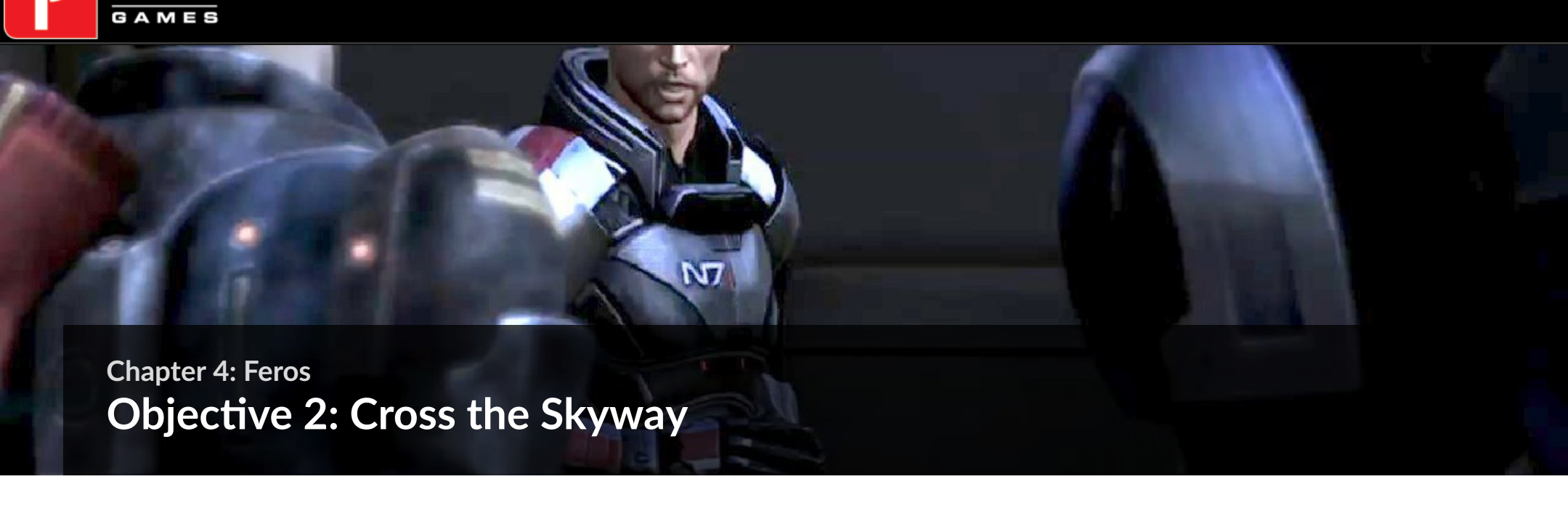
Unfortunately, Fai Dan says the colonists have failed to uncover anything of note so far. He has no idea what the geth might be after.

Ledra's Wares



As with the rest of the colonists at Zhu's Hope, conversation with Ledra is a bit unusual. Still, the salarian merchant has many interesting goods to sell.

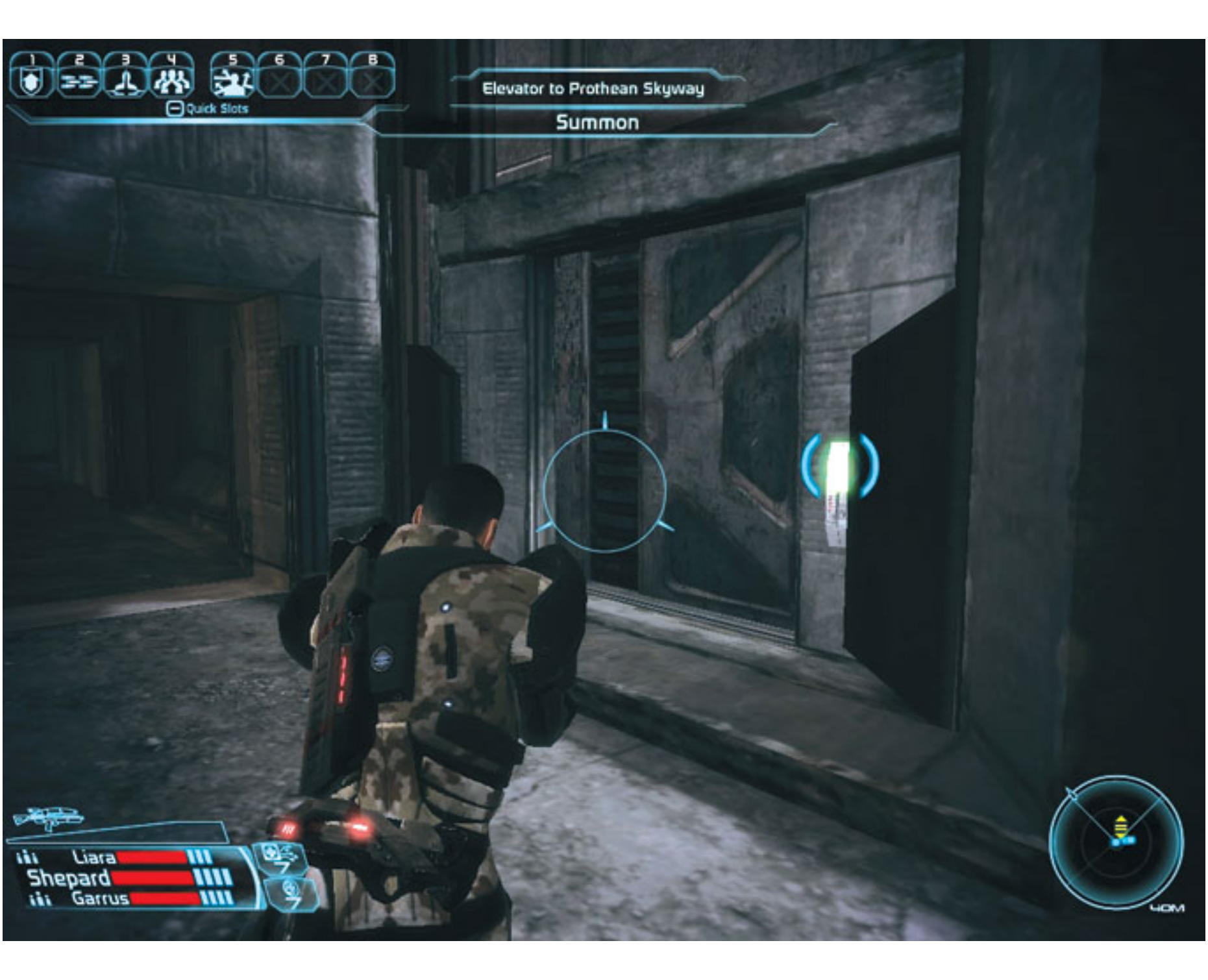
Stop for a moment and browse his wares. Many trying battles await you here on Feros.



Chapter 4: Feros

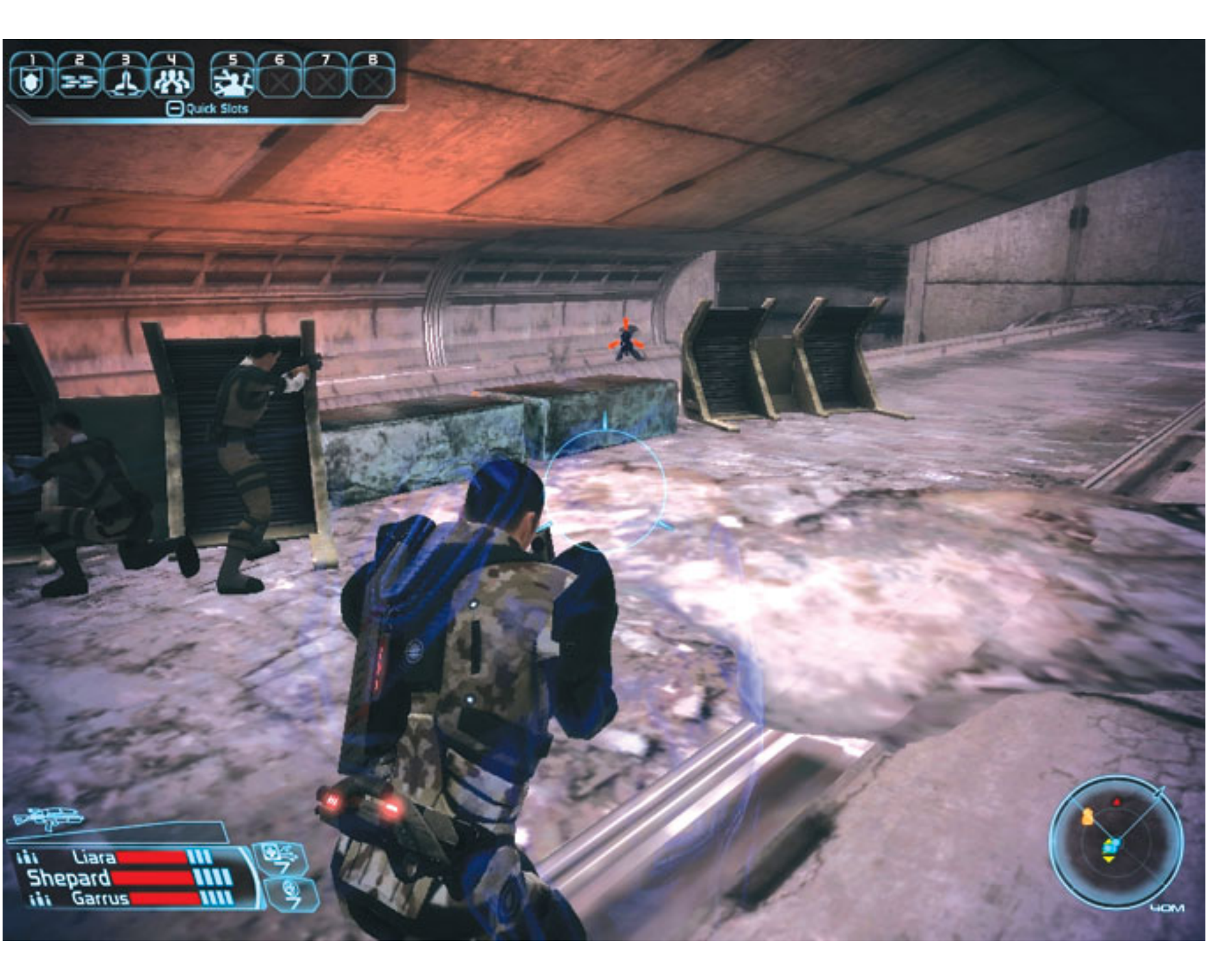
Objective 2: Cross the Skyway

Next Stop: ExoGeni



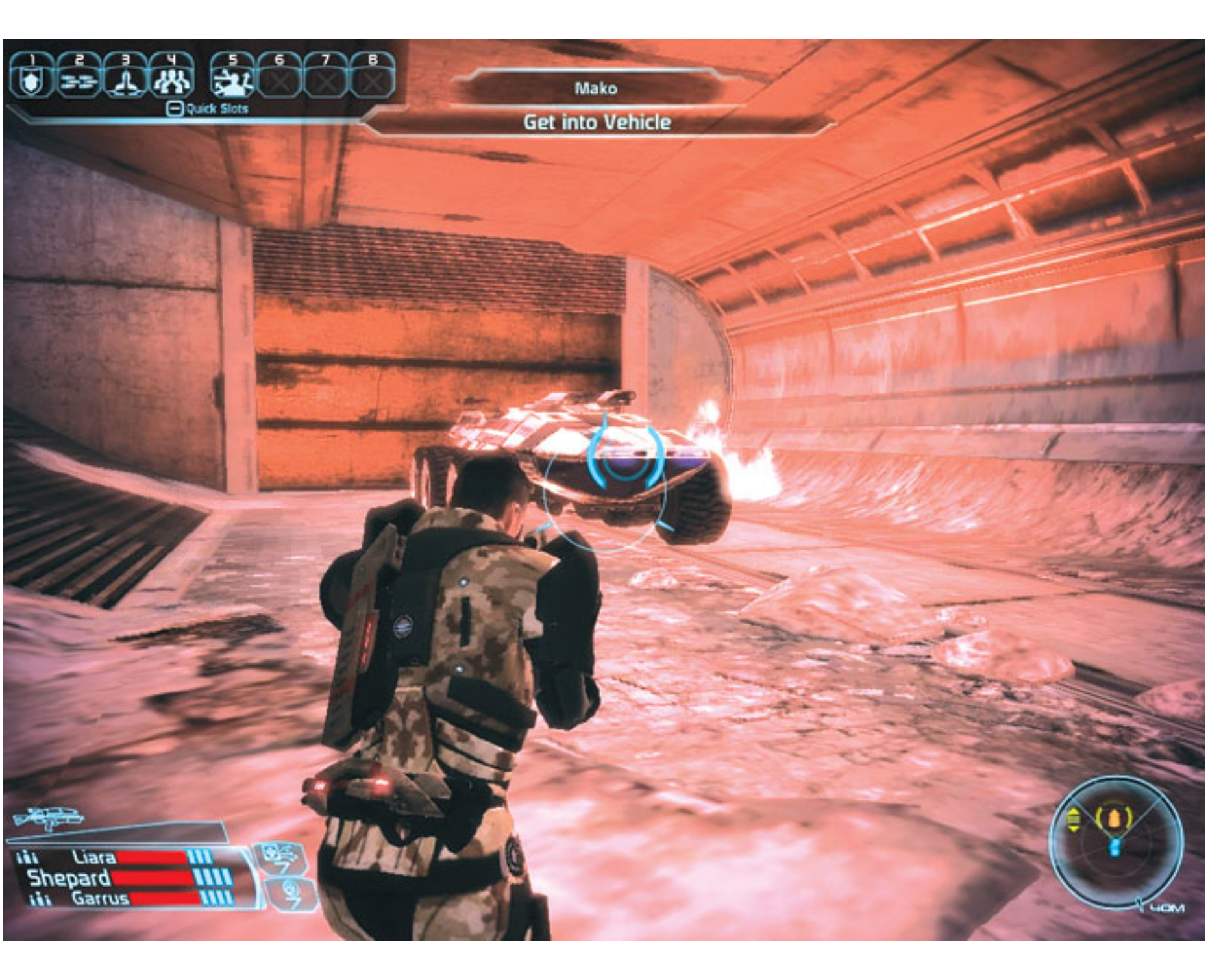
It seems that the answers you seek are likely to be found at the ExoGeni compound. Fai Dan has told you that a massive Prothean skyway provides the only means of reaching the remote research facility.

Trek to the elevator in the passage north of Fai Dan and use it to reach a massive garage.



Stepping off the elevator, Shepard and crew notice a handful of colonists being attacked by a geth assault drone.

Use the low wall to the left as cover and assist the colonists in repelling these hostiles. The skirmish doesn't last long and the garage becomes secure.



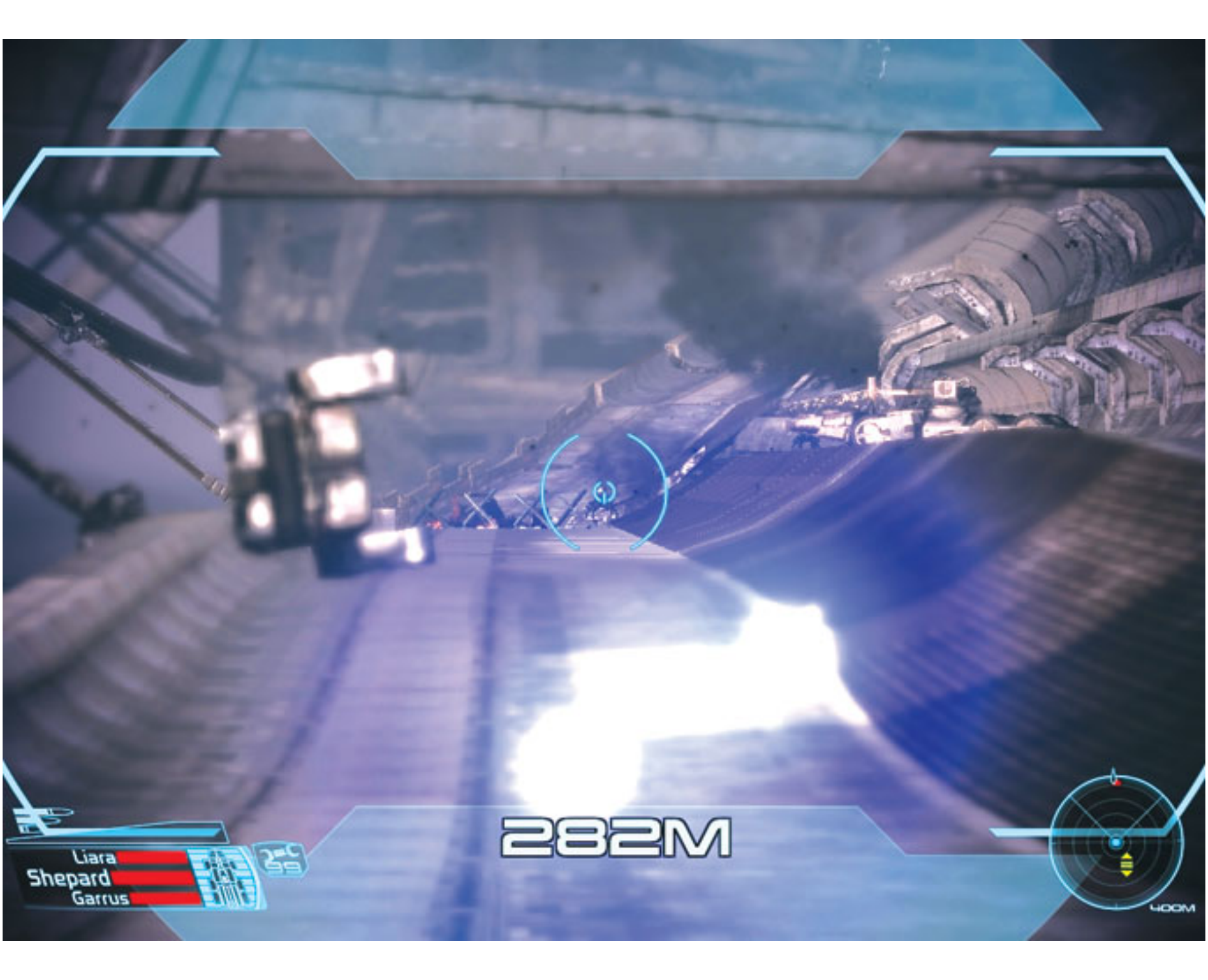
Approach the nearby M35 Mako parked inside the garage. No point in huffing it across the skyway on foot! Save your progress and then pile your squad into the Mako.

Roll forward and the garage door opens, giving you your first glimpse at the giant Prothean skyway ahead.

Caution

The skyway is a massive thoroughfare built high above the clouds of Feros. You do not want to fall off!

Armatures Away



While exiting the garage, the crew watches as the geth dropship they noticed earlier zips past, deploying a pair of armatures onto the road ahead.

Immediately position the Mako sideways on the skyway so that you may easily roll back and forth to avoid the armatures' powerful but slow-moving pulse blasts.

Press Left [Shift] to zoom in on these hulking hostiles and press the right mouse button to unleash the Mako's powerful cannon. Dodge their pulse attacks and blast the armatures to bits before advancing any farther.

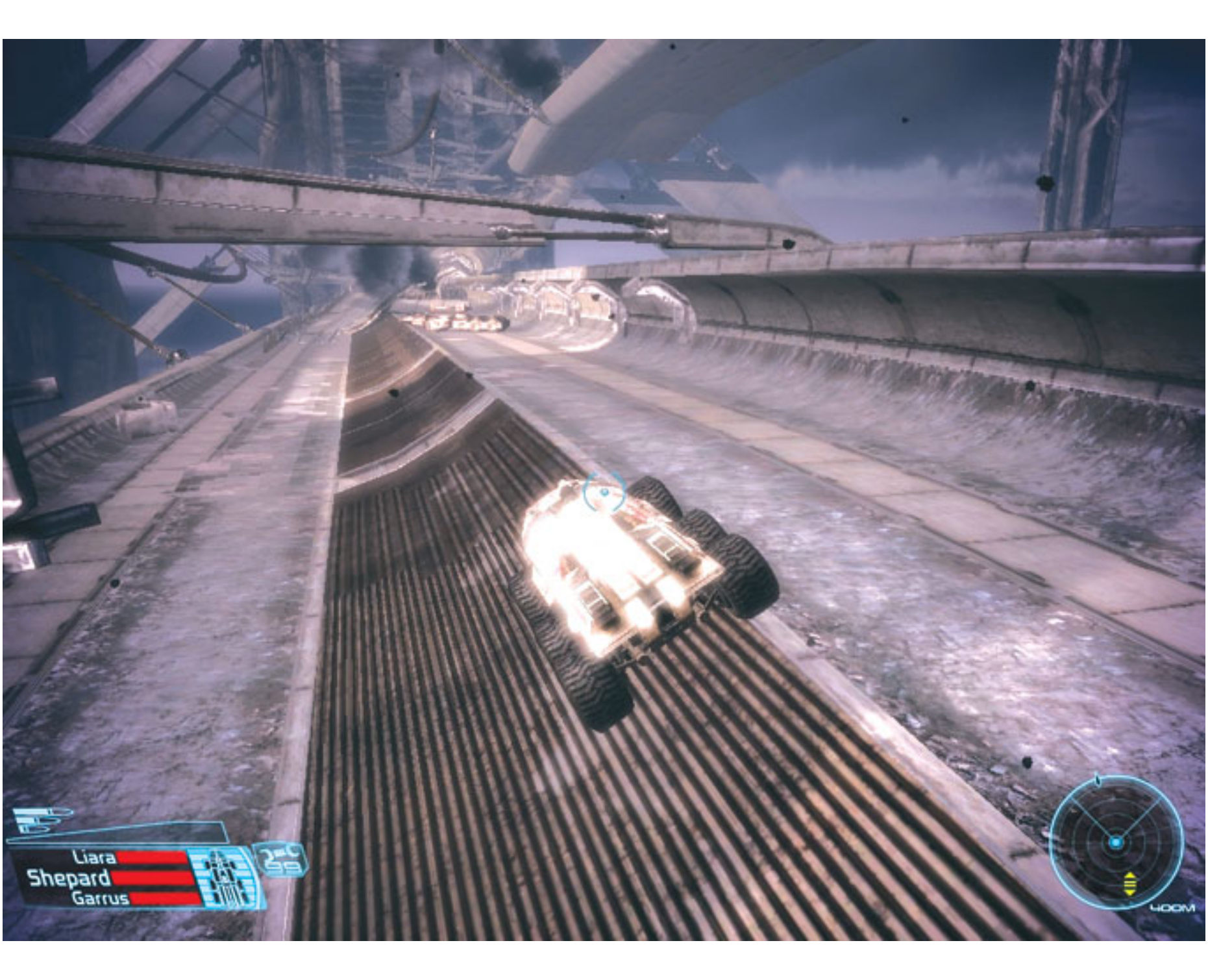
Note

Pay no attention to the red lasers firing off in the distance. They're part of a different battle and won't affect you.

Tip

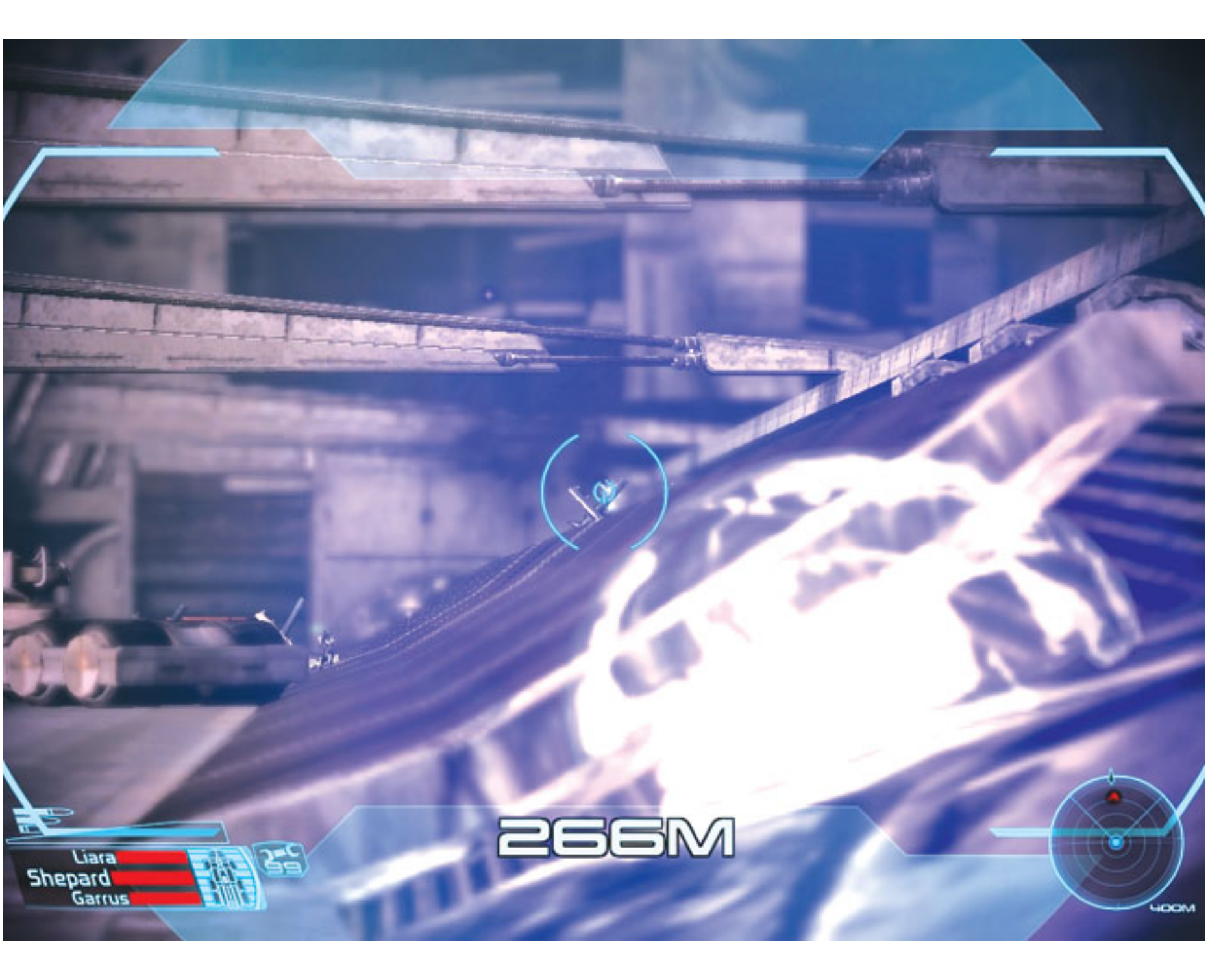
You may also simply roll backward until the garage door closes again to avoid the armatures' pulse attacks. The pulse blasts dissipate harmlessly against the garage door.

Mysterious Signal



After destroying the armatures, the squad intercepts some radio chatter and is able to track its source to a comm signal emanating from somewhere up ahead.

The message is unclear, but the voice seems to be expressing concern over someone named Lizbeth. Continue rolling down the ruined skyway, being careful to avoid collisions with various hunks of debris.



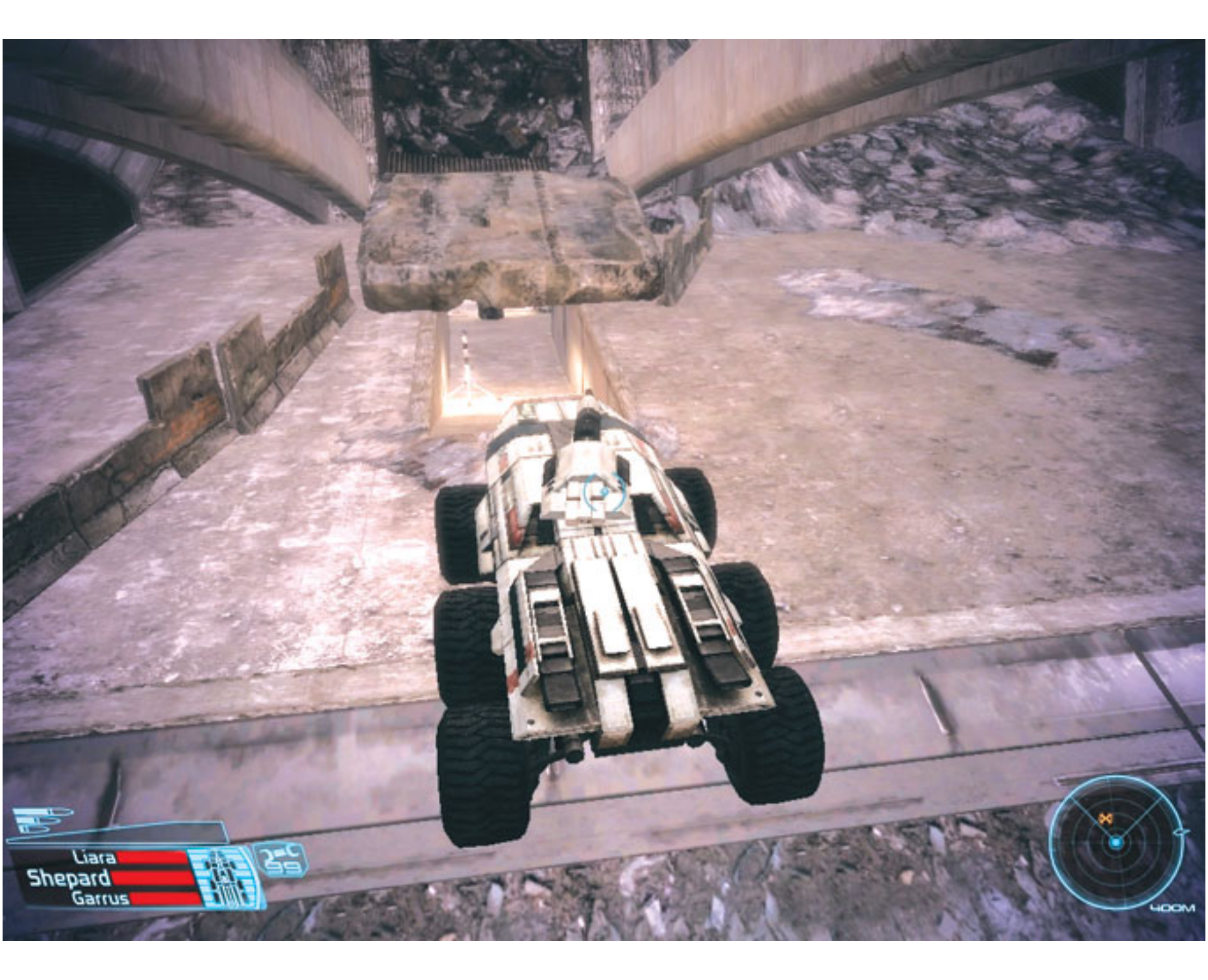
Another armature lies in wait just beyond a long uphill rise. Roll to the top of the hill and quickly position the Mako sideways on level ground. Roll back and forth as you did before to avoid the armature's attacks.

Retaliate with the Mako's cannon to destroy the creature from afar. Afterward, roll up the embankment to your right to gain a clear shot at a pair of shock troopers positioned on the road ahead.

Tip

You may also use the hill as cover; simply roll backwards whenever a pulse blast is headed your way.

Weigh Station and Refugee Camp



The skyway is now hostile-free. Save your progress and then drive onward, rolling through a garage door and into the enclosed weigh station beyond.

The road bends to the left and then begins to rise uphill. Park the Mako near the base of the hill and strike out on foot to investigate the narrow passage that slopes downhill to the left.

The passage leads into a small, grimy campsite. It seems a handful of ExoGeni refugees have fled their compound and sought shelter from the geth here.

This must be the source of the strange transmission the crew intercepted just moments ago.

Two of refugees call out as Shepard's squad approaches: a jumpy man named Ethan Jeong, and a weary-looking woman named Juliana Baynham.

Jeong isn't so quick to believe the Spectre is here to help, but Juliana Baynham is far more receptive. Both are shocked when Shepard tells them more survivors are stationed back at Zhu's Hope.

These refugees had thought they were the only ones left.

Jeong warns Shepard of the many geth swarming ExoGeni's headquarters, and cautions the Spectre not to pry into the company's business while clearing the site.

Juliana then mentions that her daughter, Lizbeth, has gone missing. The woman begs Shepard to find her, despite jeers from Jeong that the young woman is most likely already dead.

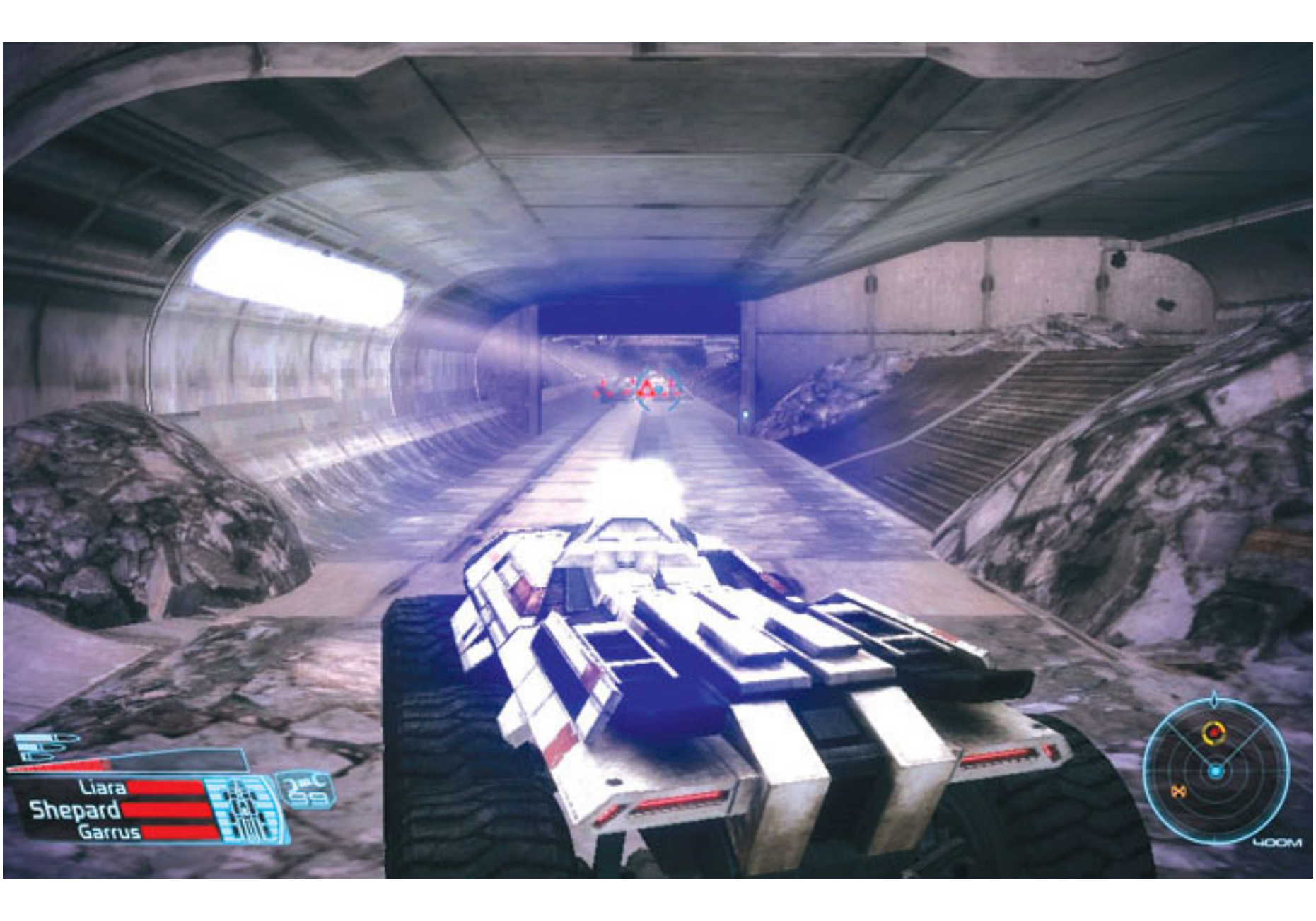
Tell Juliana that you'll find her daughter, then feel free to question the two for additional information.

Gavin's Task

If you're up for a bit of additional adventure, chat with Gavin Hossle, one of the refugees at the campsite.

The man asks you to retrieve some data for him while you explore the ExoGeni facility—a task you can easily accomplished while you're doing other business. Question Gavin about the data to discover more about the task.

Upper Weigh Station



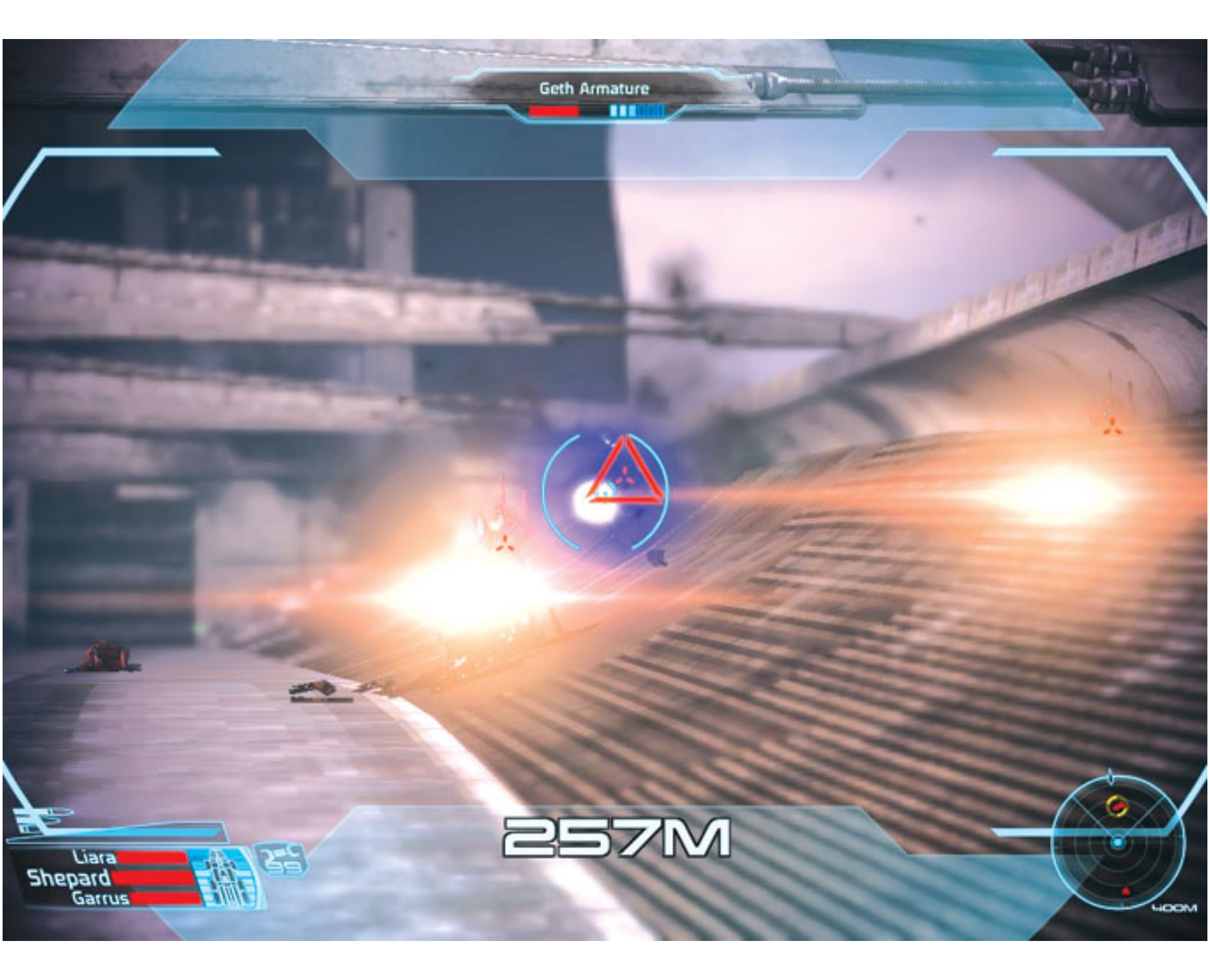
There's nothing else for you to do at the refugee camp, so return to the Mako and continue driving along the road, scaling the nearby rise to reach the upper weigh station.

Your radar soon registers hostiles: A battalion of geth foot soldiers has set up a blockade just outside the upper weight station's garage door. Make a slow approach, rolling just close enough to open the door.

Unleash the Mako's cannon on the blockade and then quickly back off to close the door and thereby shield yourself from the geth's return fire.

Repeat this tactic as often as necessary until the entire roadblock is destroyed.

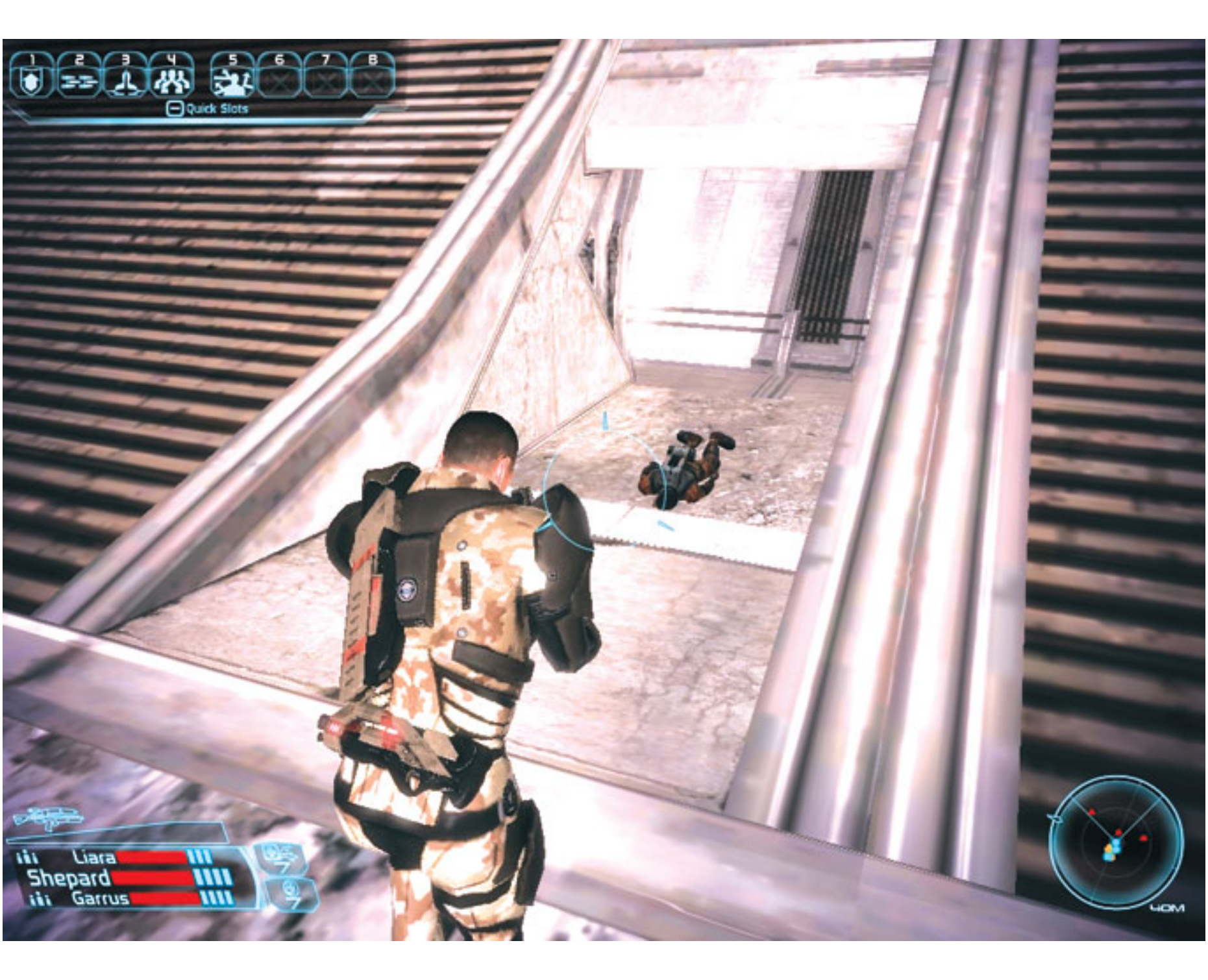
ExoGeni Approach



The next stretch of skyway is much the same as the first. Geth troops fire at you from numerous locations, and you also encounter the occasional armature.

Take it nice and slow, and aim to obliterate each threat from range. Make good use of the Mako's scope and cannon, and avoid taking unnecessary risks.

Skyway Maintenance Tunnels

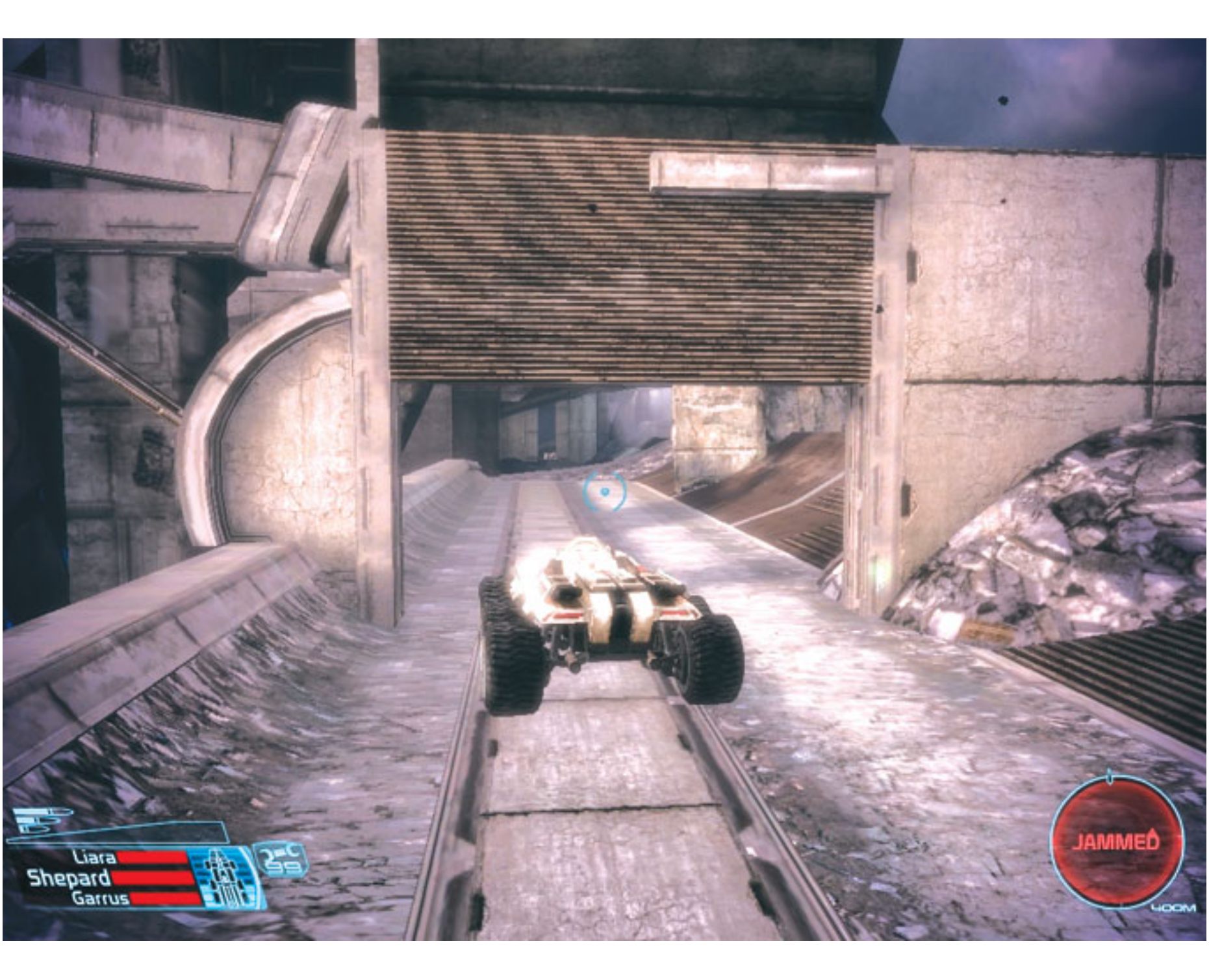


If you're up for a bit of on foot exploration, look for small openings in the skyway's embankment that lead to short maintenance tunnels controlled by the geth.

You must exit the Mako and clear these passages on foot if you want to claim the contents of the crate and upgrade kit stashed inside the tunnels.

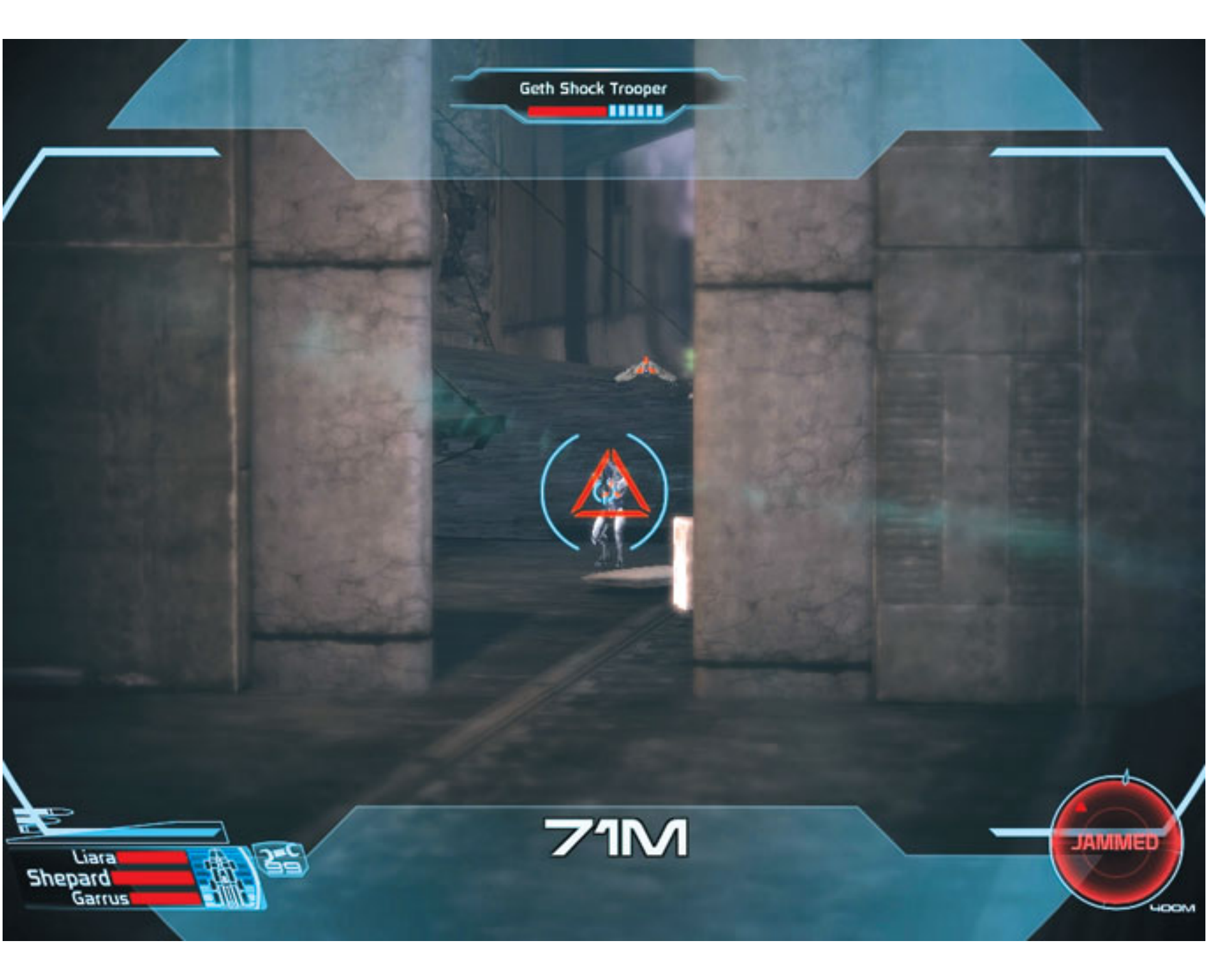
You've blasted a lot of enemies since your last on foot outing, so take a moment to make sure your squad is well equipped before moving to raid the tunnels.

Storming ExoGeni's Garage



When approaching the ExoGeni garage at the far end of the skyway, the Mako's radar becomes jammed and the crew gets another glimpse of the massive geth dropship.

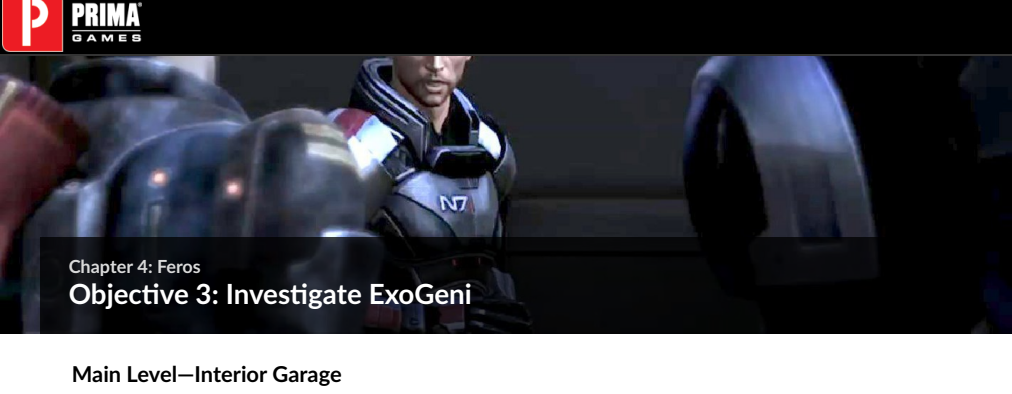
The vessel isn't mobile this time; it has latched itself onto the side of the ExoGeni facility instead. How odd.... Continue rolling forward and pass through the garage door.



More geth ground forces fire on the Mako from various positions at the far end of the ExoGeni garage. Unfortunately, the Mako can go no further; the garage's interior entryway is only large enough for ground troops.

Before exiting the Mako, roll right up to the entryway and unleash hell on the geth forces within the garage. Don't worry if the Mako takes damage; you won't be using it again for quite some time.

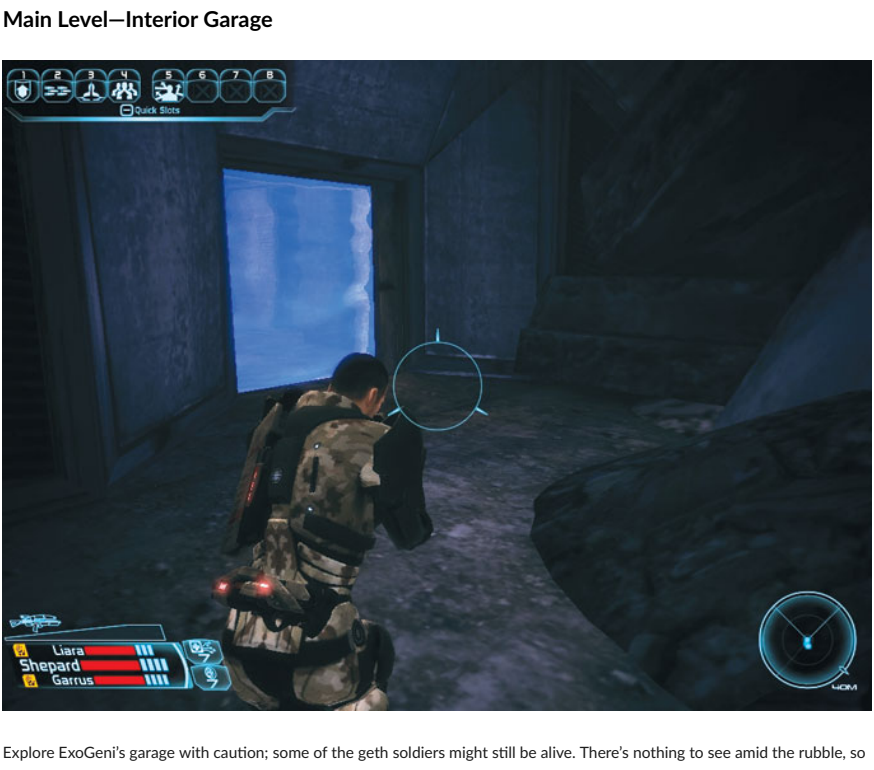
Climb out of the vehicle after obliterating the geth and take a moment to check your team's equipment. Save your game and then proceed through the entryway.



Chapter 4: Feros

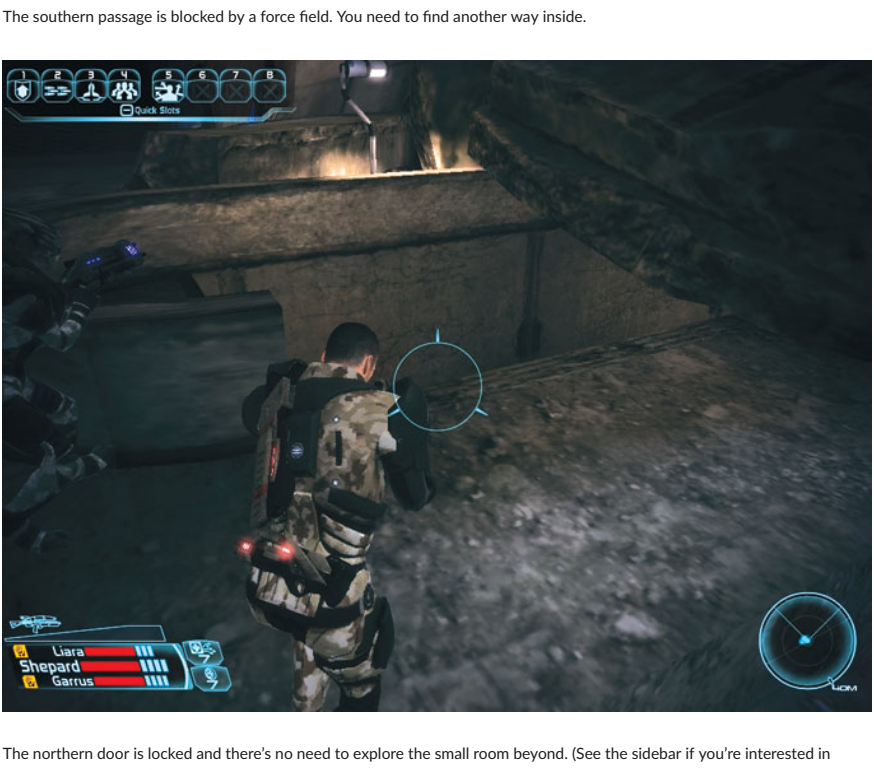
Objective 3: Investigate ExoGeni

Main Level—Interior Garage



Explore ExoGeni's garage with caution; some of the geth soldiers might still be alive. There's nothing to see amid the rubble, so make for the garage's slightly less-destroyed east side.

The southern passage is blocked by a force field. You need to find another way inside.



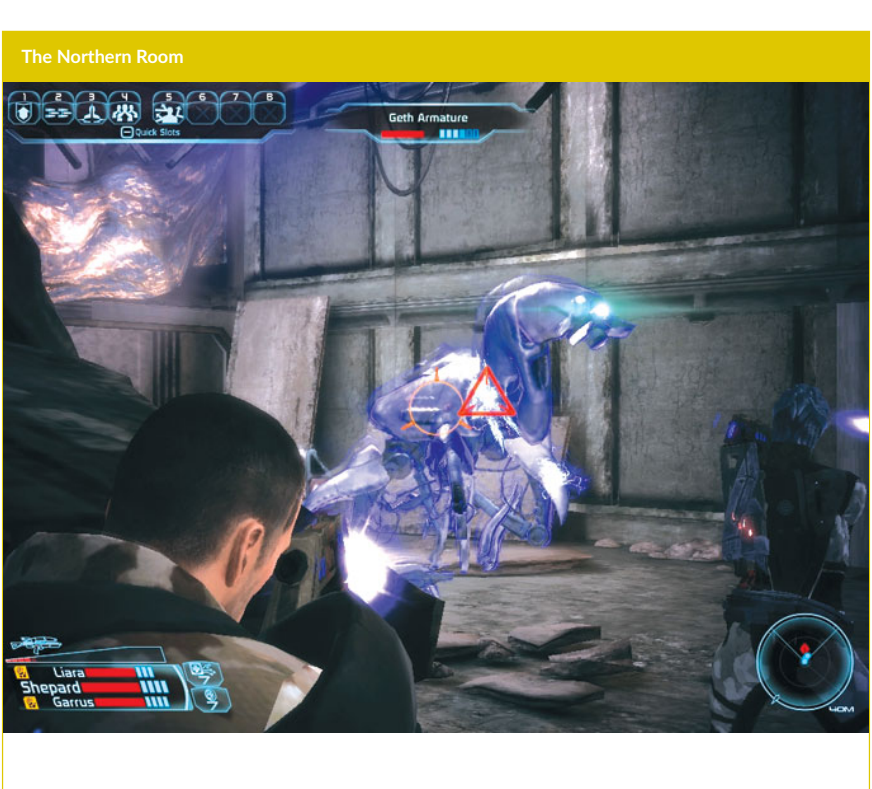
The northern door is locked and there's no need to explore the small room beyond. (See the sidebar if you're interested in learning what's inside). Your way forward is the eastern service tunnel.

Drop from the spot where there's no wall to block you to access the passage below. There's no way of climbing back out, so make sure you're ready to take the plunge before you leap.

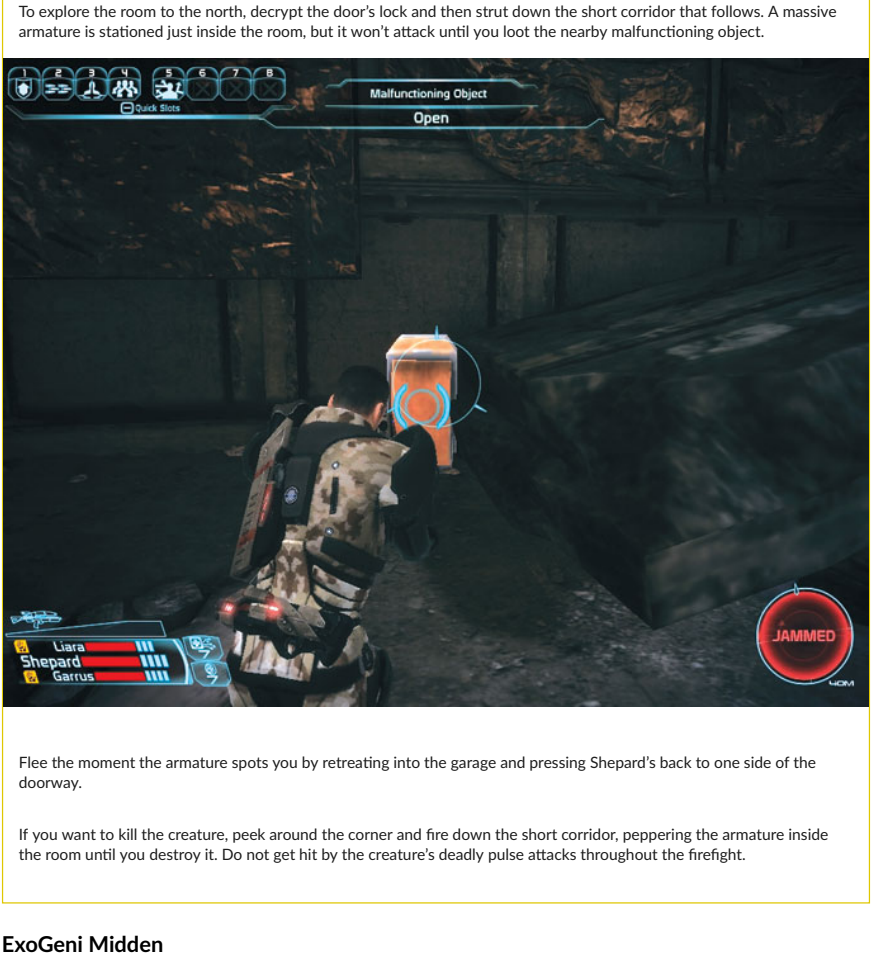
Tip

Arm your teammates with shotguns before moving down the tunnel. These weapons will soon come in handy!

The Northern Room



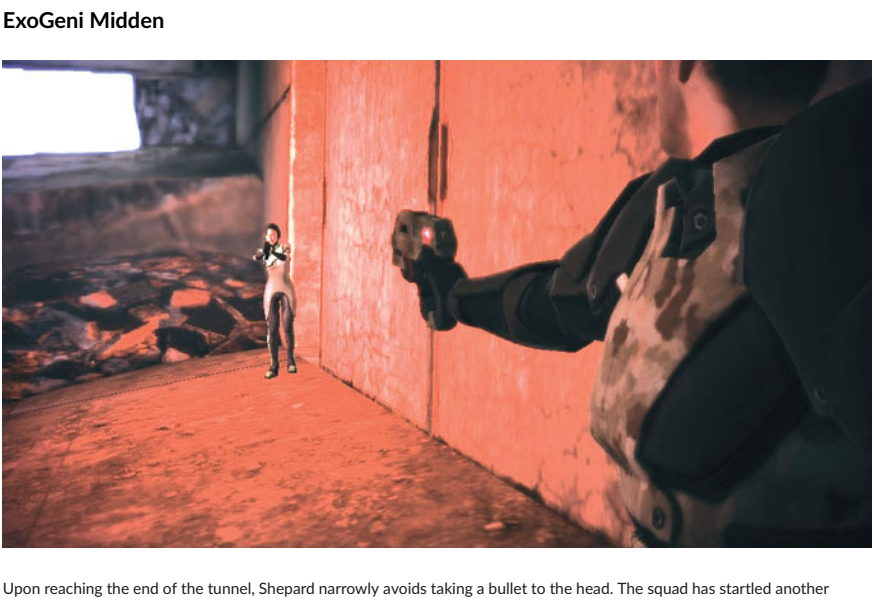
To explore the room to the north, decrypt the door's lock and then strut down the short corridor that follows. A massive armature is stationed just inside the room, but it won't attack until you loot the nearby malfunctioning object.



Flee the moment the armature spots you by retreating into the garage and pressing Shepard's back to one side of the doorway.

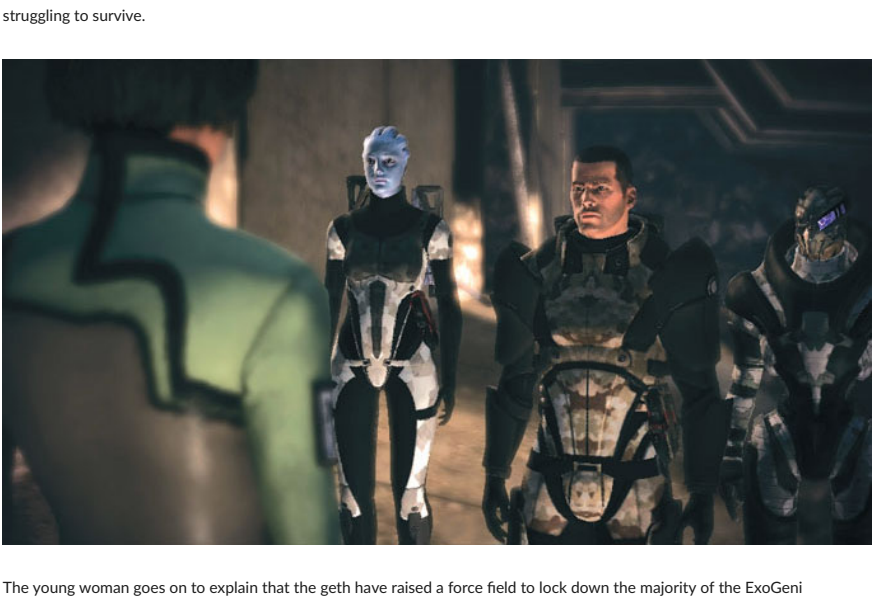
If you want to kill the creature, peek around the corner and fire down the short corridor, peppering the armature inside the room until you destroy it. Do not get hit by the creature's deadly pulse attacks throughout the firefight.

ExoGeni Midden



Upon reaching the end of the tunnel, Shepard narrowly avoids taking a bullet to the head. The squad has startled another ExoGeni survivor: a frightened young woman who immediately apologizes for firing on them.

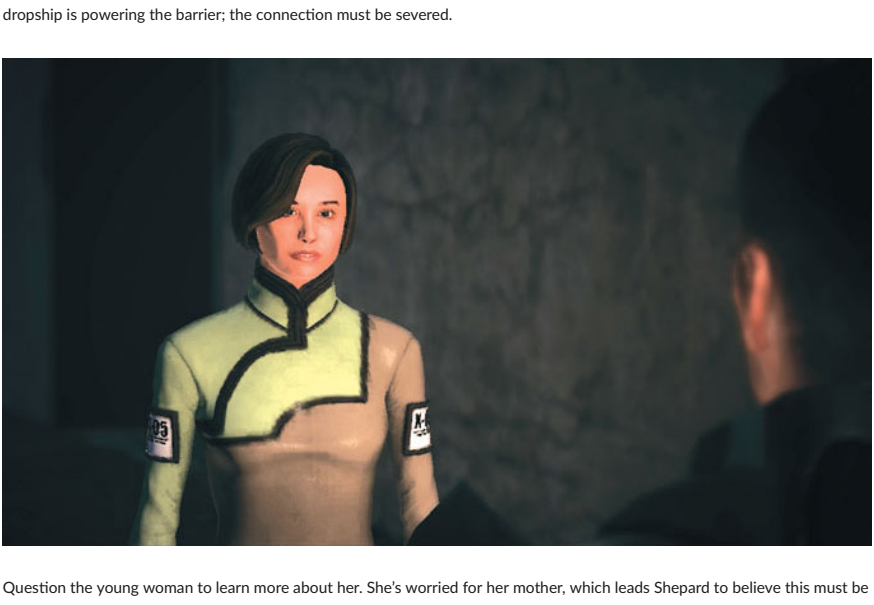
The woman says she fell behind her colleagues while they were making their escape from ExoGeni. Before she could catch up, the geth's dropship latched onto the complex and the power went out. The woman has been trapped here ever since, struggling to survive.



The young woman goes on to explain that the geth have raised a force field to lock down the majority of the ExoGeni compound. They must be searching for something here.

But what? Shepard urges the her to tell all she knows about why the geth have come to Feros. She guesses that the synthetics are most likely here to locate an indigenous life form called the Thorian, which ExoGeni has been studying for quite some time.

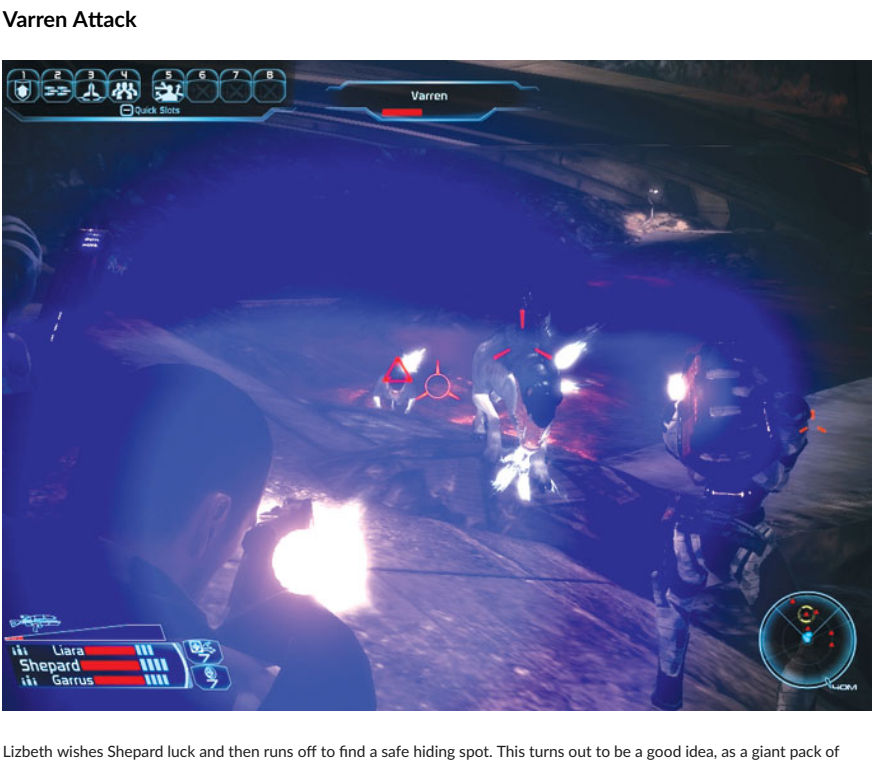
She agrees to take Shepard to the Thorian, but says they'll need to find a way past the force field first. Apparently, the geth dropship is powering the barrier; the connection must be severed.



Question the young woman to learn more about her. She's worried for her mother, which leads Shepard to believe this must be Juliana Baynham's daughter, Lizbeth. Tell her that her mother's still alive to set her mind at ease.

Then continue probing Lizbeth about the Thorian to learn that it's some sort of ancient plant being. She has no idea why the geth would be so interested in such a mundane find, but offers Shepard her ID card so the squad can open locked doors within the compound.

Varren Attack



Lizbeth wishes Shepard luck and then runs off to find a safe hiding spot. This turns out to be a good idea, as a giant pack of wild varren soon rushes Shepard's team from the surrounding compost.

These creatures are fast and vicious, but they can only inflict damage from a short range. Blast each one away with a shotgun or assault rifle while backpedaling throughout the fight to present a difficult target.

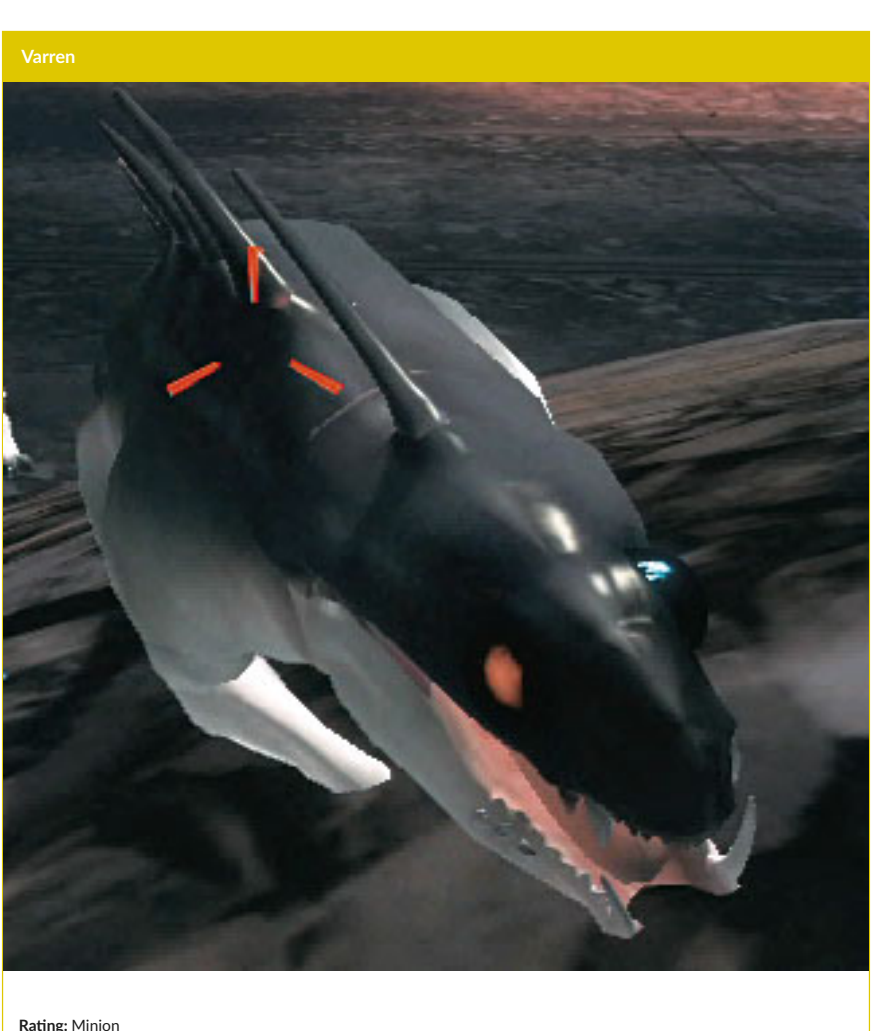
Tip

Press and hold [Shift] to Storm if you're being overrun by varren to gain some distance and knock away nearby beasts.

Tip

Biotic abilities such as Lift and Throw are great ways of pushing varren away.

Varren



Rating: Minion

Resistances: None

Weaknesses: None

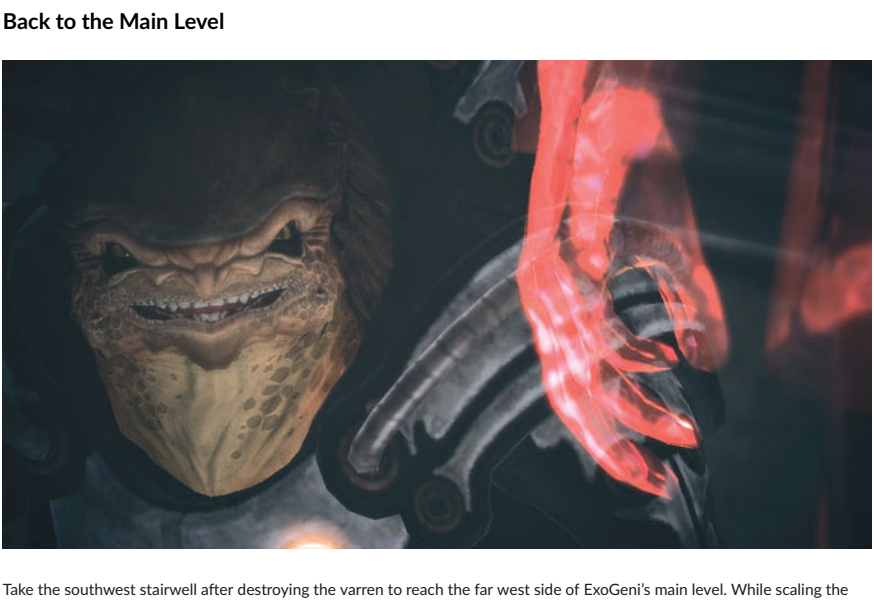
Powers

- Melee Attack

Varren are wild, doglike beasts. They commonly hunt in packs, ripping into their quarry with razor-sharp teeth and claws.

Varren have no means of attacking from afar, but their frightening speed helps them close in quickly. They're best thwarted with shotguns, which commonly knock enemies away.

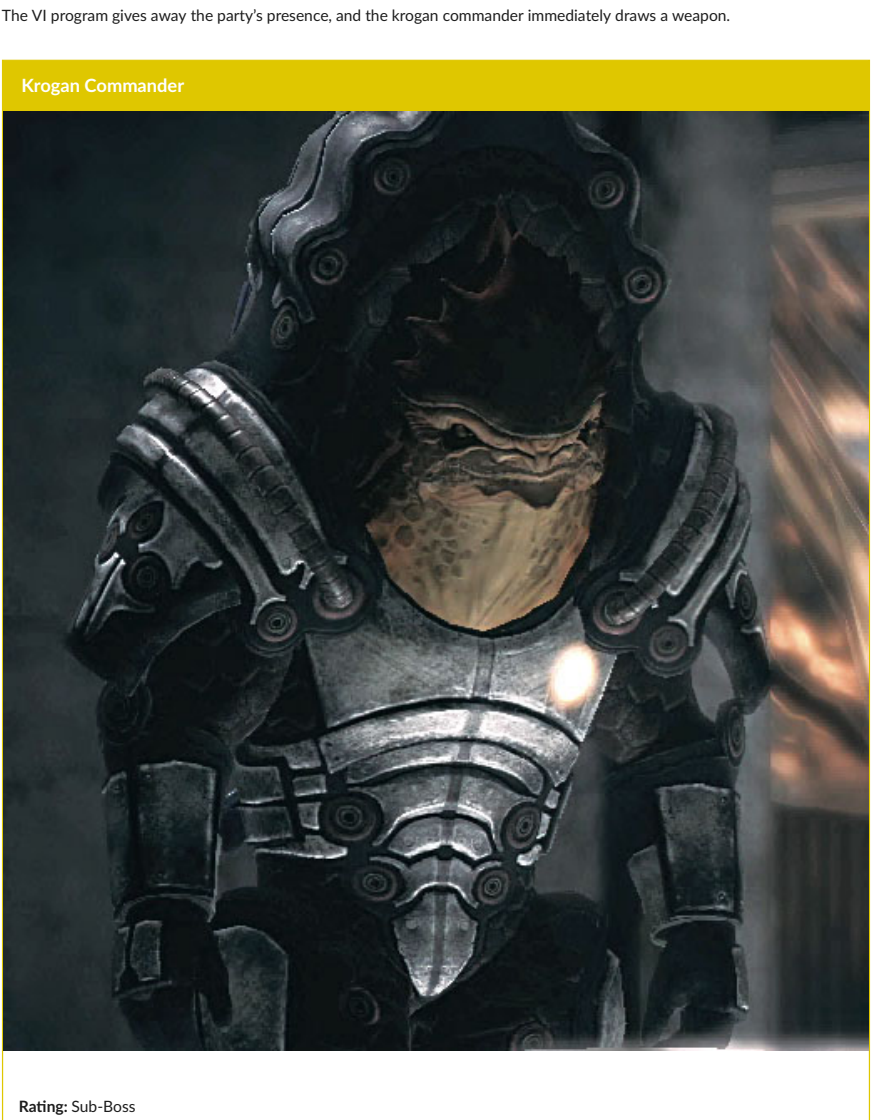
Back to the Main Level



Take the southwest stairwell after destroying the varren to reach the far west side of ExoGeni's main level. While scaling the stairs, the team overhears a burly krogan arguing with some sort of VI interface in the room above.

The VI program gives away the party's presence, and the krogan commander immediately draws a weapon.

Krogan Commander



Rating: Sub-Boss

Resistances: Combat

Weaknesses: None

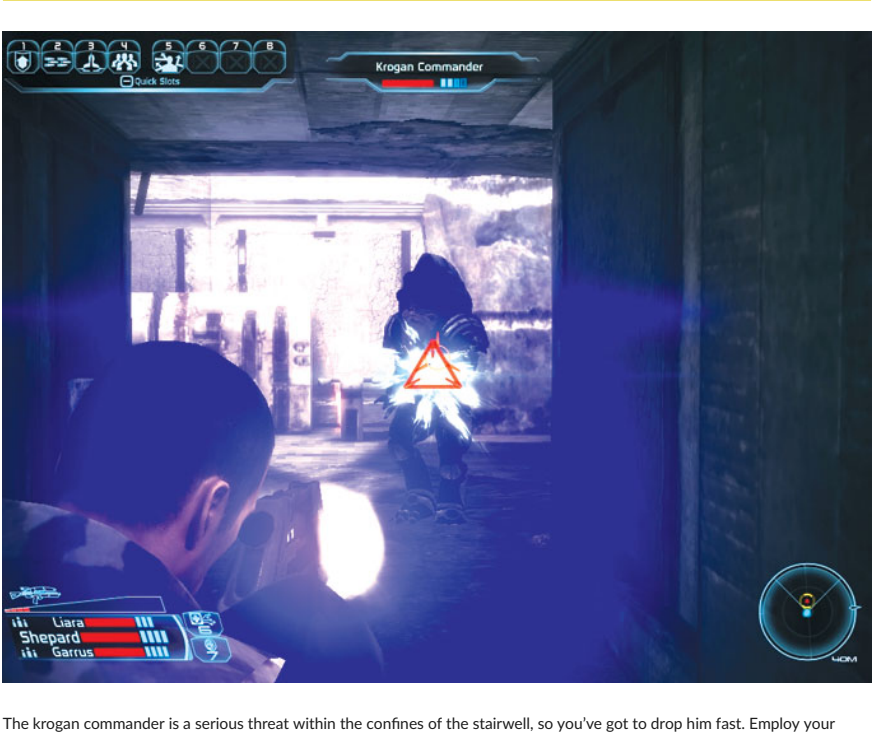
Powers

- Carnage
- Immunity
- Krogan Regeneration
- Melee Attack
- Shield Boost
- Overkill

Krogan commanders have seen much battle and have fought their way up the ranks of the krogan army.

Like all krogan warriors, commanders are powerful adversaries to behold, and they can regenerate health after falling in battle.

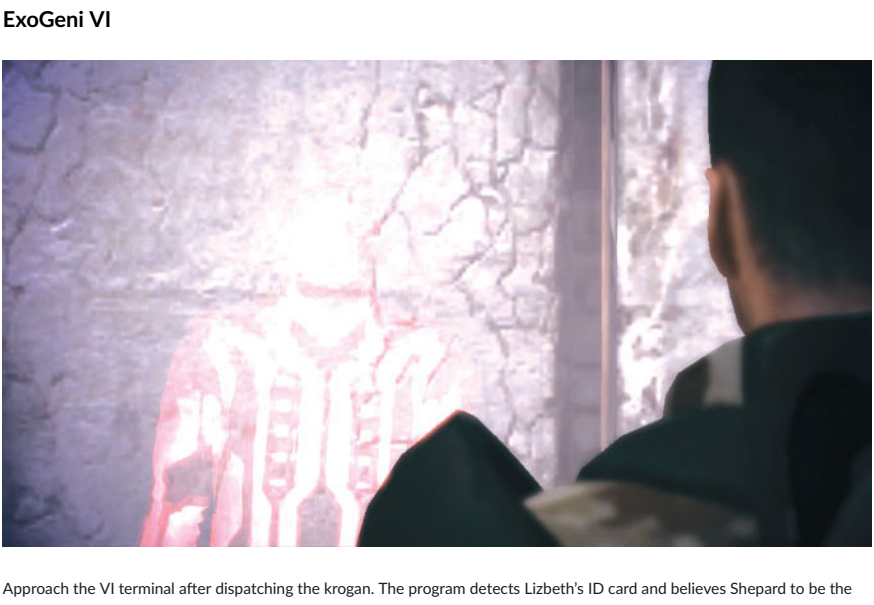
Krogan commanders can also unleash crippling Carnage blasts from afar, and they're capable of granting themselves extra shields and temporary health immunity.



The krogan commander is a serious threat within the confines of the stairwell, so you've got to drop him fast. Employ your most powerful abilities and combine your squad's fire to defeat the krogan as quickly as possible.

Shotguns are ideal in this tight area, and biotic abilities work well at keeping the krogan at bay.

ExoGeni VI



Approach the VI terminal after dispatching the krogan. The program detects Lizbeth's ID card and believes Shepard to be the young research assistant.

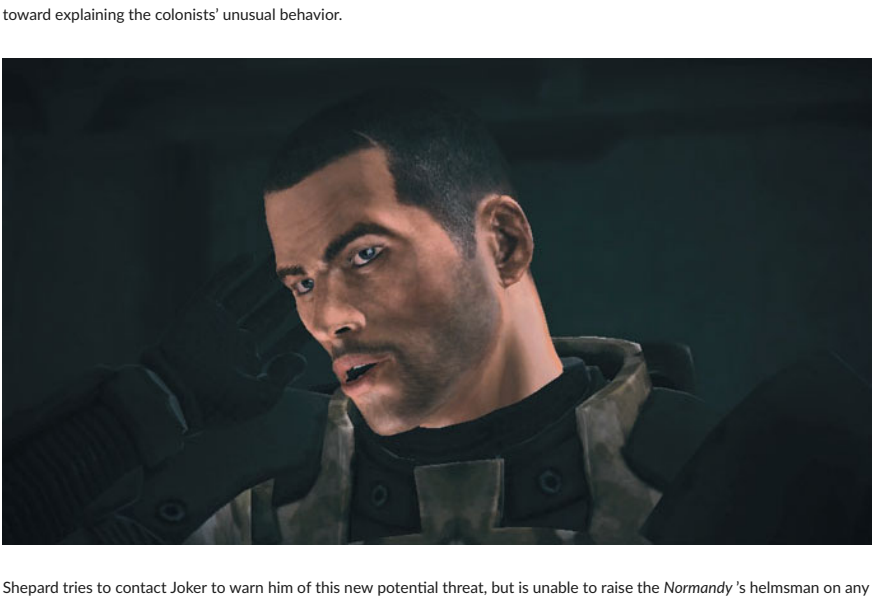
This gives you the ability to question the VI program as much as you'd like. Do so to learn that the krogan was attempting to uncover information related to ExoGeni's research on the mysterious Thorian.

Fortunately, the krogan didn't get very far. He didn't have clearance to access such classified info.

The VI interface tells you that the Thorian is in fact housed within an underground observation post back at Zhu's Hope. Probe deeper to learn that the Thorian is a sentient plant life form unlike any other type of known flora.

Through dispersion and their eventual inhalation of its spores, the Thorian is able to exert control over other organisms, including humans.

Apparently, the vast majority of the Zhu's Hope population have been infected by the Thorian's spores. This goes a long way toward explaining the colonists' unusual behavior.



Shepard tries to contact Joker to warn him of this new potential threat, but is unable to raise the *Normandy* 's helmsman on any channel. The geth dropship must be interfering with the signal.

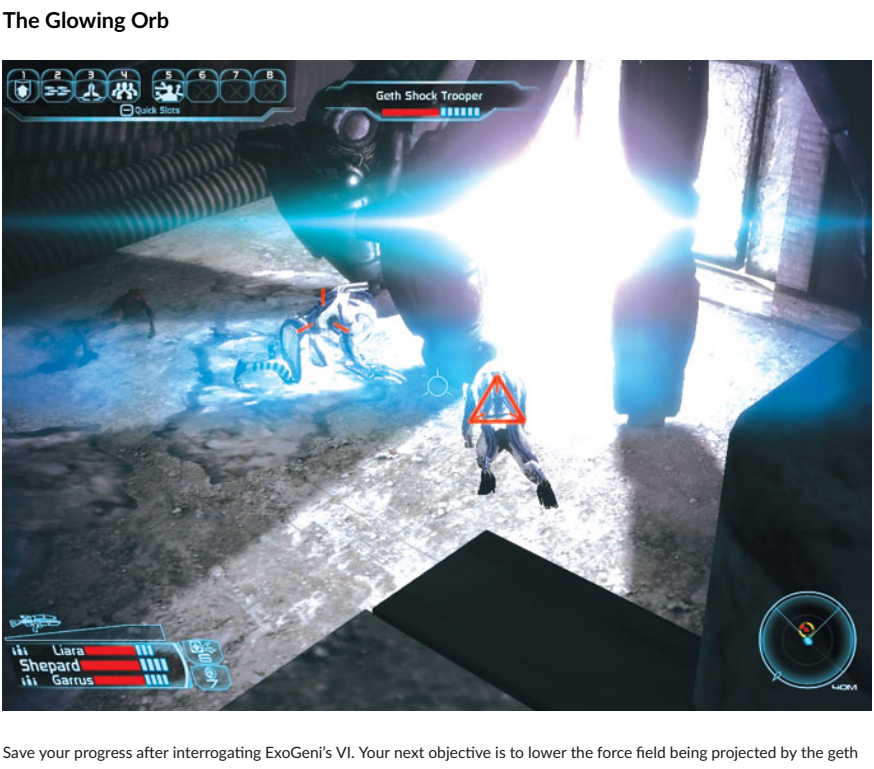
Question the VI interface to confirm this and to learn much more about the Thorian and the way it controls those infected by its spores.

Apparently, the Thorian is able to trigger pain in the minds of the infected, thereby forcing them to do its bidding.

When no specific duties are required, the Thorian's subjects are free to go about their lives—though there's no question as to who is really in control.

This gives one explanation as to why Saren could be attacking the Thorian.

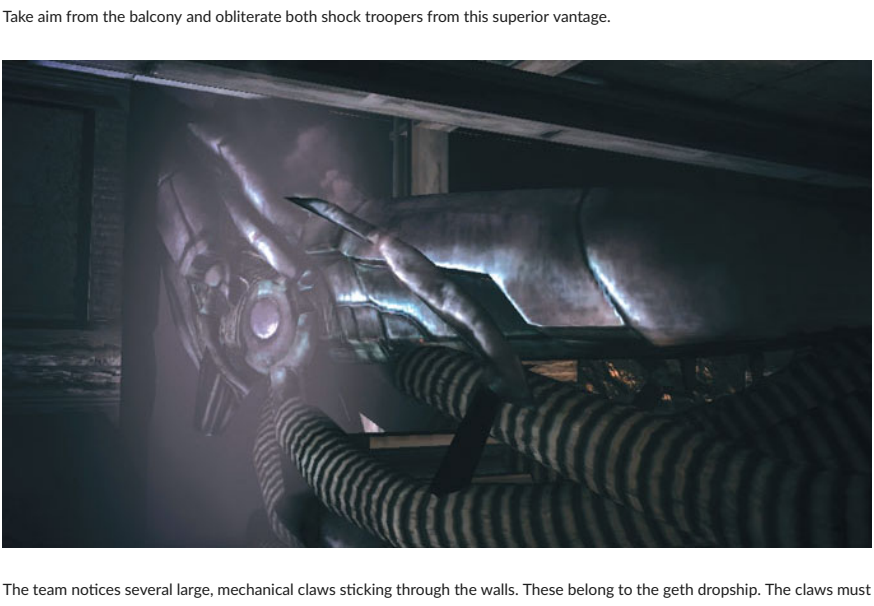
The Glowing Orb



Save your progress after interrogating ExoGeni's VI. Your next objective is to lower the force field being projected by the geth dropship so that you may return to Zhu's Hope and confront the Thorian.

Proceed through the corridor that follows and notice that a pair of red blips appear on your radar. Silently enter the next chamber ahead and spy a pair of geth shock troopers kneeling before some sort of odd, glowing orb.

Take aim from the balcony and obliterate both shock troopers from this superior vantage.



The team notices several large, mechanical claws sticking through the walls. These belong to the geth dropship. The claws must be how the ship is able to hold onto the side of the building.

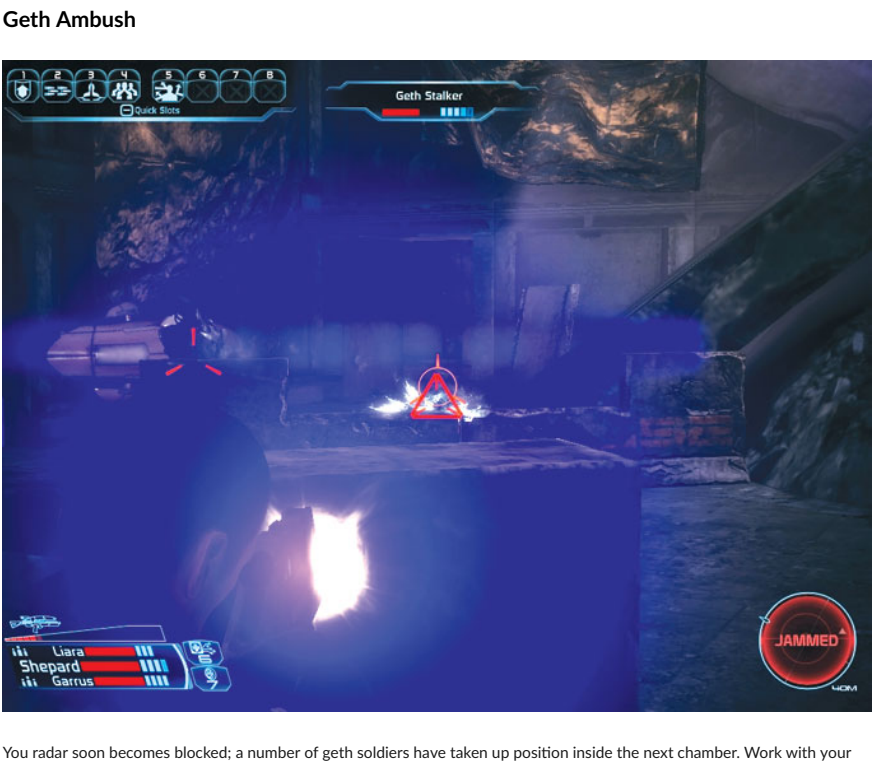
Perhaps the claws can be destroyed in some way to remove the ship and lower the force field.

Conventional weapons won't do the trick, but there must be another way. You can't do much with the glowing orb, so head into the nearby corridor.

Tip

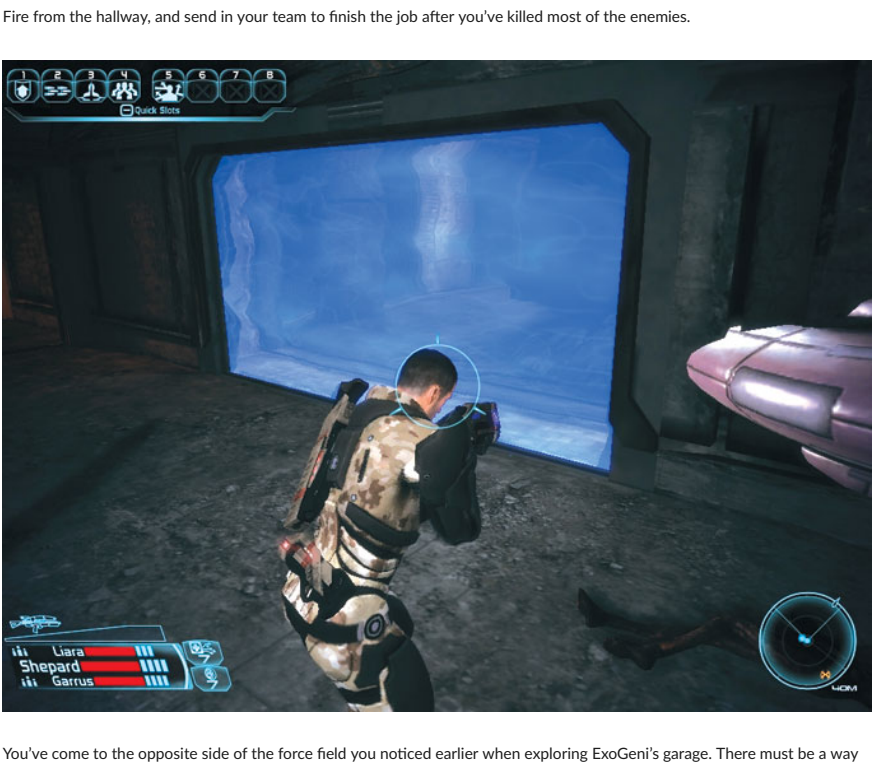
Don't miss the CRATE near the glowing orb.

Geth Ambush



You radar soon becomes blocked; a number of geth soldiers have taken up position inside the next chamber. Work with your squad to dispatch the synthetic trooper, sniper, shock trooper, and stalker inside the room.

Fire from the hallway, and send in your team to finish the job after you've killed most of the enemies.



You've come to the opposite side of the force field you noticed earlier when exploring ExoGeni's garage. There must be a way to shut this barrier down.

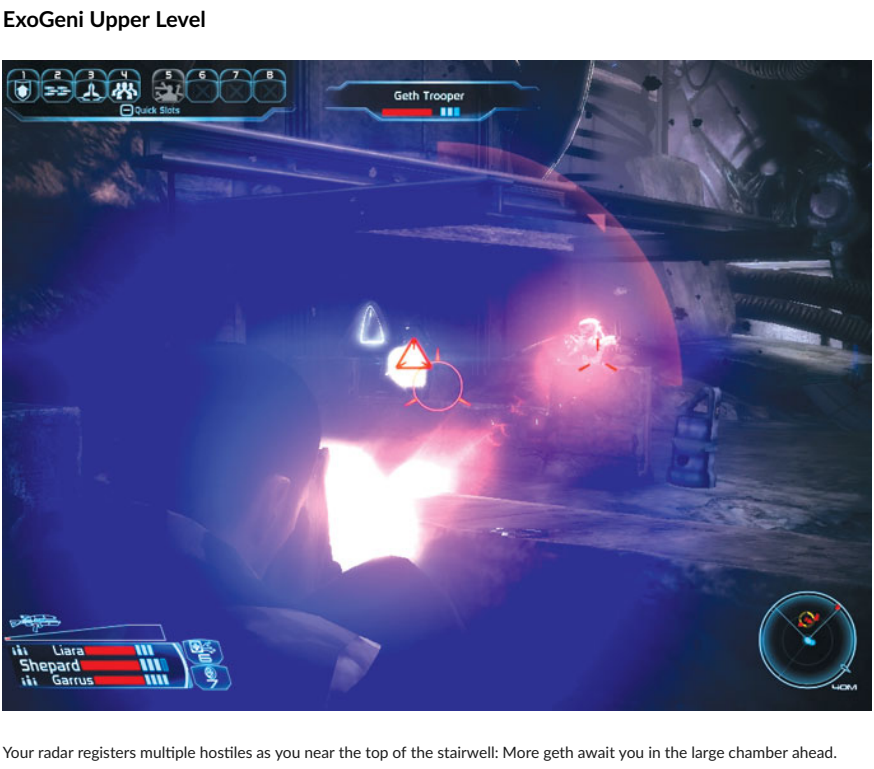
Proceed up the northern stairwell to reach the west side of ExoGeni's upper level.

Note

If you spoke to Gavin Hossle at the refugee camp and accepted his assignment, use the east stairs to reach the east half of ExoGeni's upper level and eliminate all hostiles you encounter there.

Then download the data Gavin requires from the console at the far end of the chamber to advance the task. See the Spectre Assignments portion of this guide for further details.

ExoGeni Upper Level



Your radar registers multiple hostiles as you near the top of the stairwell: More geth await you in the large chamber ahead. Open the nearby crate and look over your squad's gear, then carefully move down the hall.

The geth open fire the moment you move within view. Take cover behind one of the room's low walls, popping up to fire on the hostiles.

You face a similar crowd of troopers, shock troopers, and snipers here; nothing your team can't handle.

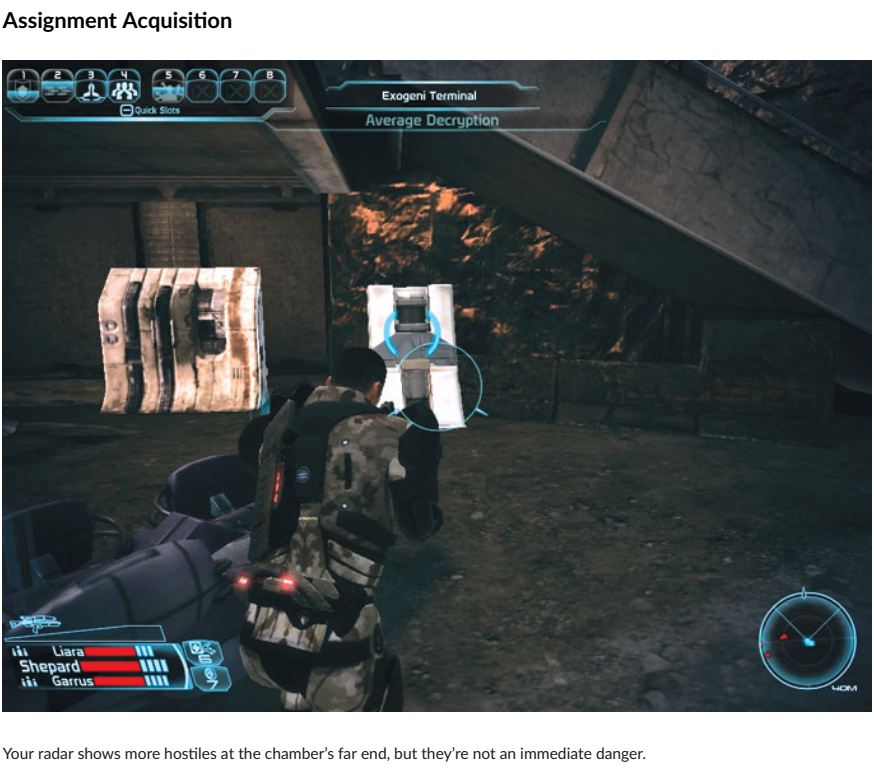
Tip

Be quick to fire on the volatile container near the geth's position to inflict fast damage at the start of the fight.

Tip

If you've previously armed your crew with shotguns, consider switching their weaponry to pistols or assault rifles. These will serve them better in this open chamber.

Assignment Acquisition

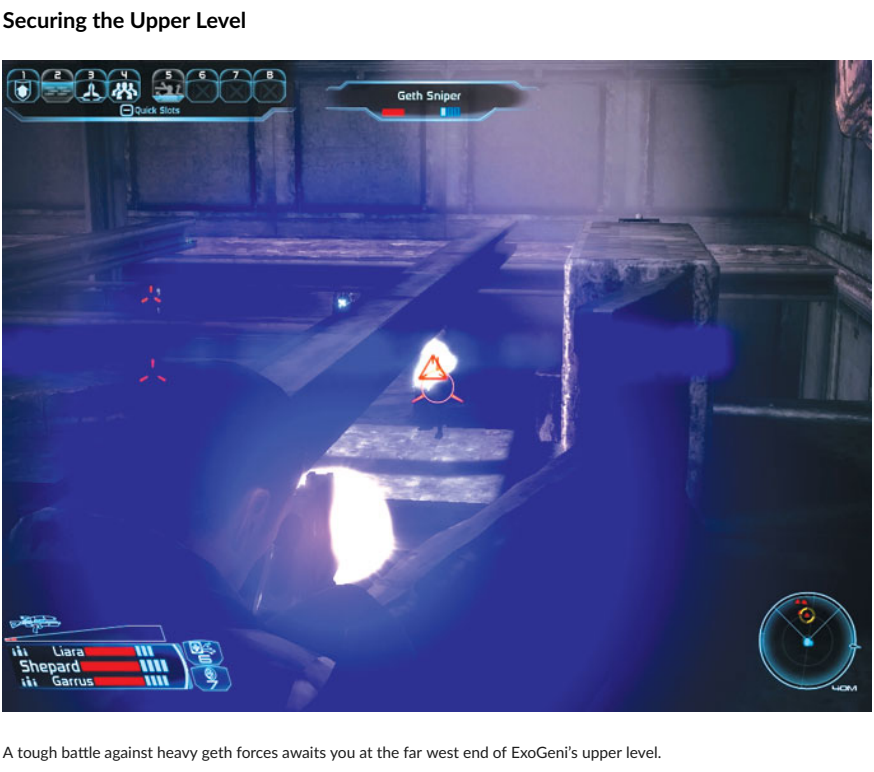


Your radar shows more hostiles at the chamber's far end, but they're not an immediate danger.

After securing this half of the room, decrypt the nearby ExoGeni terminal to acquire yet another off-world assignment entitled Investigate Facility.

Looks like you'll have lots of optional jobs to pursue after you've completed your mission here.

Securing the Upper Level



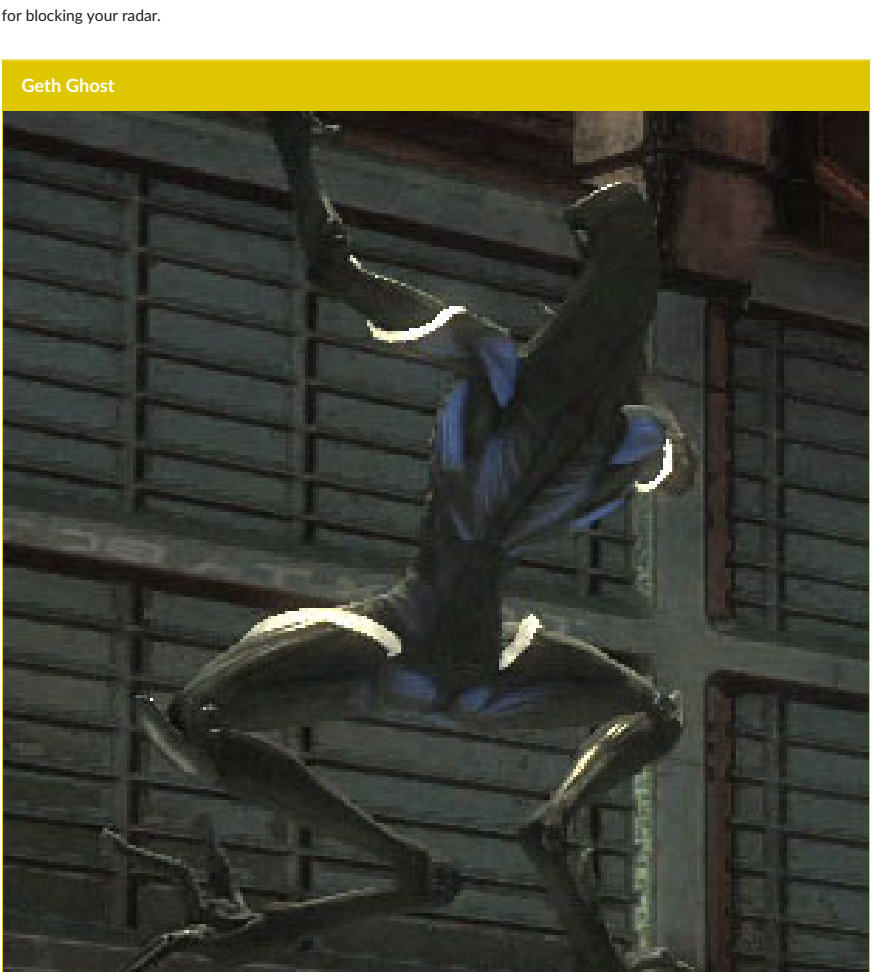
A tough battle against heavy geth forces awaits you at the far west end of ExoGeni's upper level.

Make a thorough equipment check after securing the east half of the chamber, then fall back until you're able to save your game.

Return to the room and scale the northern ramp to proceed to the chamber's west half.

There your squad spies a vast number of shock troopers, snipers, and even a few destroyers. A pair of ghosts are responsible for blocking your radar.

Geth Ghost



Rating: Elite

Resistances: Tech

Weaknesses: Biotic

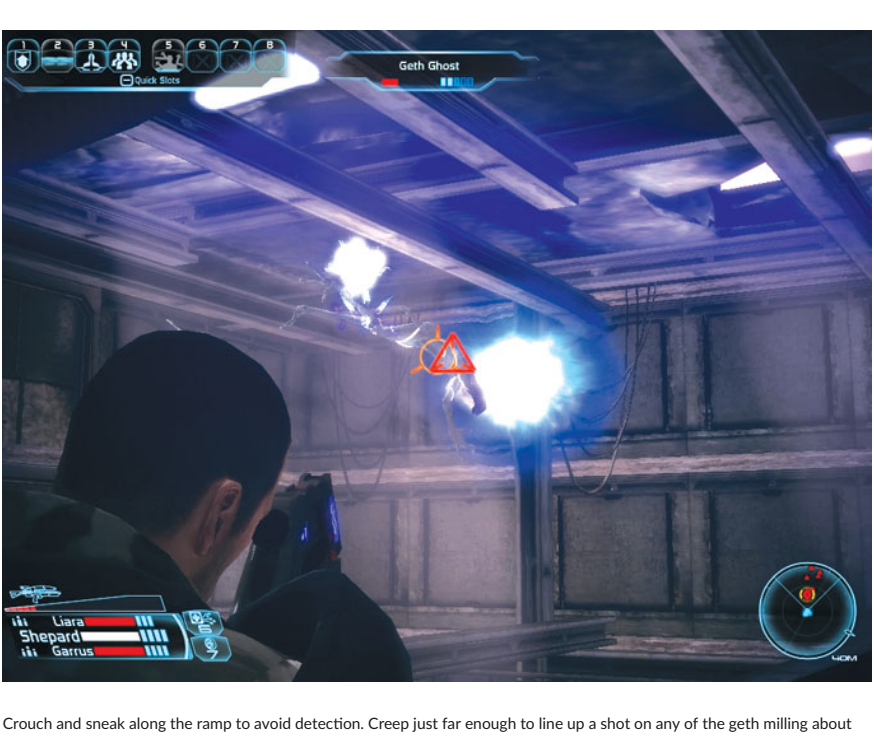
Powers

- Overload Blast
- Radar Jamming 5
- Sniper Beam
- Wall Jump

Ghosts are the geth's ultimate assassins.

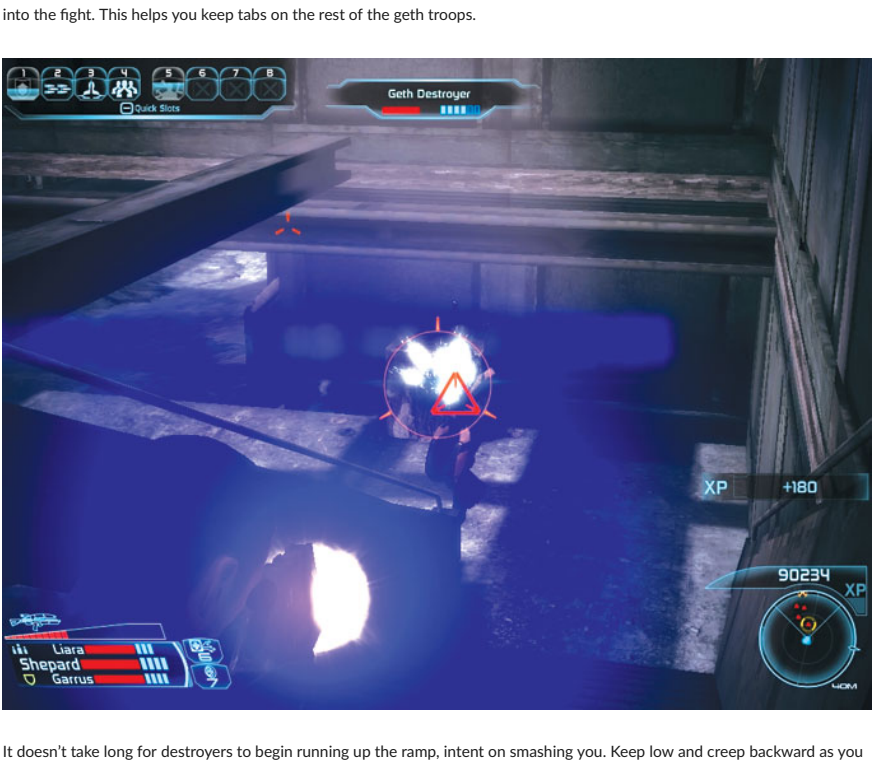
Their stealth fields and Wall Jump ability make them extremely difficult to track, and they can quickly chop down their adversaries' health and shields with their Sniper Beams and Overload Emitters.

However, like other hoppers, ghosts are easily dispatched once detected and pinned down under heavy fire. Biotic powers such as Lift help hamper a ghost's movements while rapid-fire weaponry quickly cuts them to ribbons.



Crouch and sneak along the ramp to avoid detection. Creep just far enough to line up a shot on any of the geth milling about the chamber below. Start firing, then skulk backward a bit and let the geth come to you.

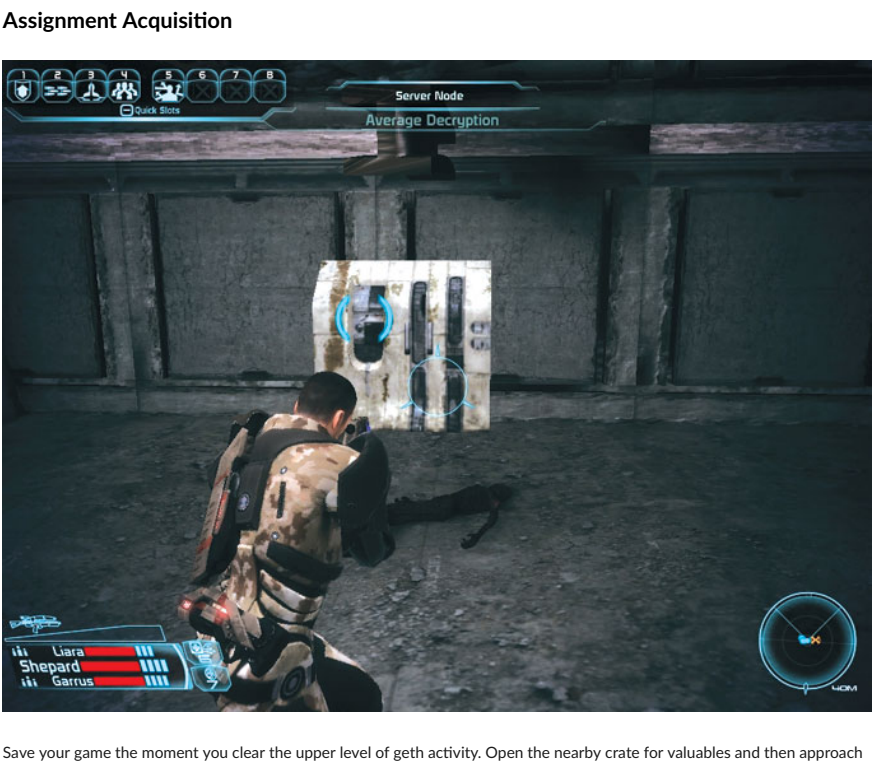
The nimble ghosts are usually the first ones you can target. Cut them down with assault rifle fire to recover your radar early into the fight. This helps you keep tabs on the rest of the geth troops.



It doesn't take long for destroyers to begin running up the ramp, intent on smashing you. Keep low and creep backward as you pepper these brutes with heavy fire.

Drop each one as fast as you can. Hold your position on the ramp until the geth stop coming. Then slowly advance to eliminate any synthetics lingering in the chamber below.

Assignment Acquisition



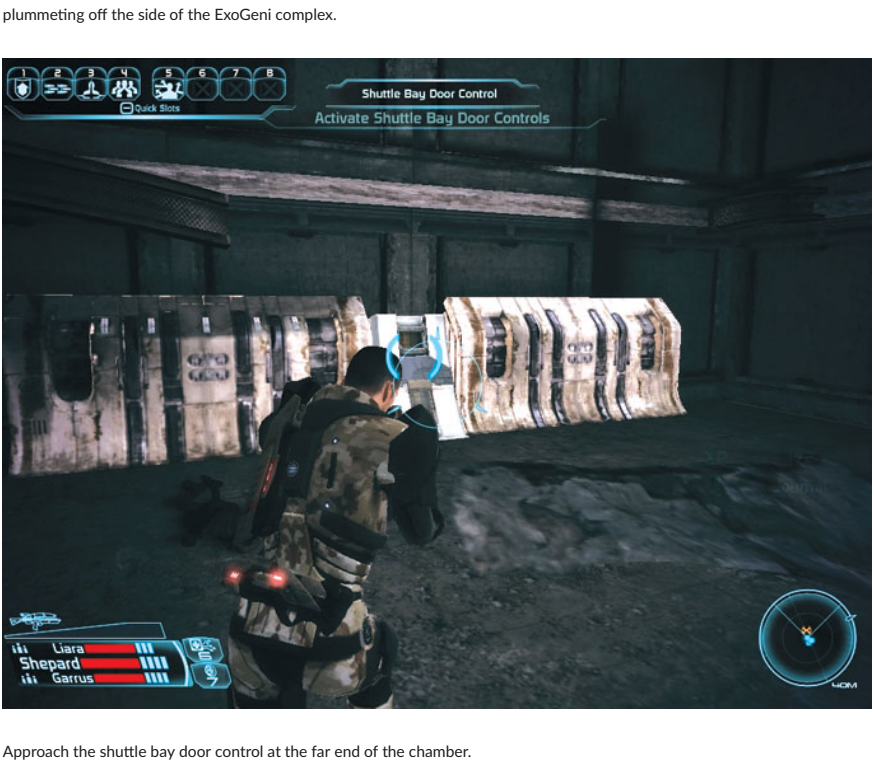
Save your game the moment you clear the upper level of geth activity. Open the nearby crate for valuables and then approach the server node at the far end of the chamber.

Decrypt the node to gain yet another optional off-world assignment: Investigate Samples. Sounds interesting....

Severing the Ship Claw

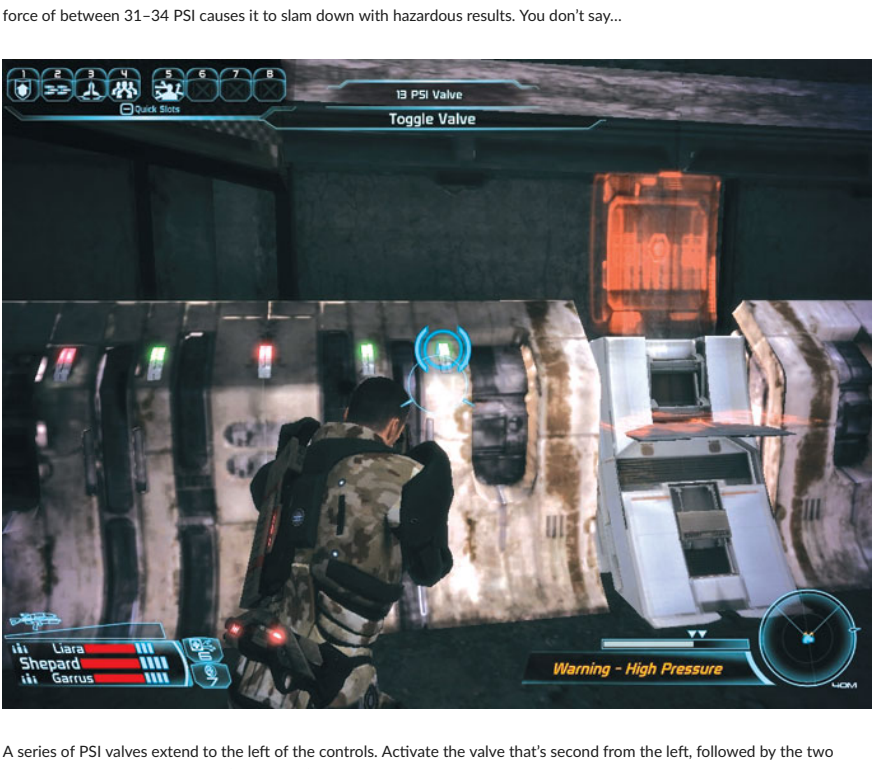
It soon becomes obvious why the geth were so determined to defend this area: one of their dropship's massive claws has become lodged inside a shuttle bay door.

If the door was lowered with enough force, the claw would likely be sheared off. This could very likely send the dropship plummeting off the side of the ExoGeni complex.



Approach the shuttle bay door control at the far end of the chamber.

Shepard notices a warning message displayed on the control panel alerting the operator that lowering the bay door with a force of between 31–34 PSI causes it to slam down with hazardous results. You don't say...



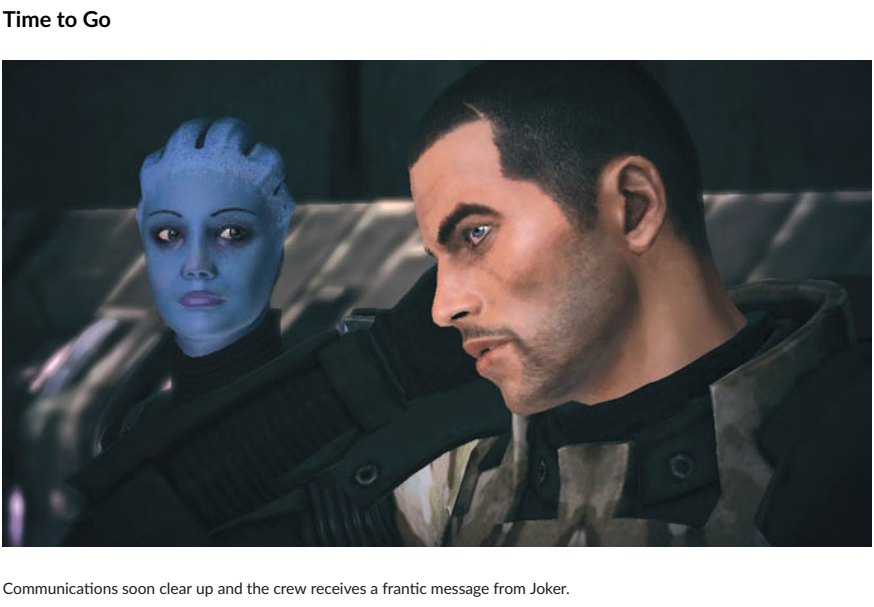
A series of PSI valves extend to the left of the controls. Activate the valve that's second from the left, followed by the two nearest the central control panel (as pictured).

This preps the bay door with a hazardous amount of closing pressure, as indicated by the meter at the lower-right corner of the screen. Utilize the central panel to shut the door.

As advertised, the door closes with enough force to chop the dropship's claw clean off. The massive vessel then plummets from the side of the facility, tumbling into the abyss below.

With the dropship out of the picture, there's nothing left to supply power to the force field that had been blocking your squad's escape. Well done, Commander.

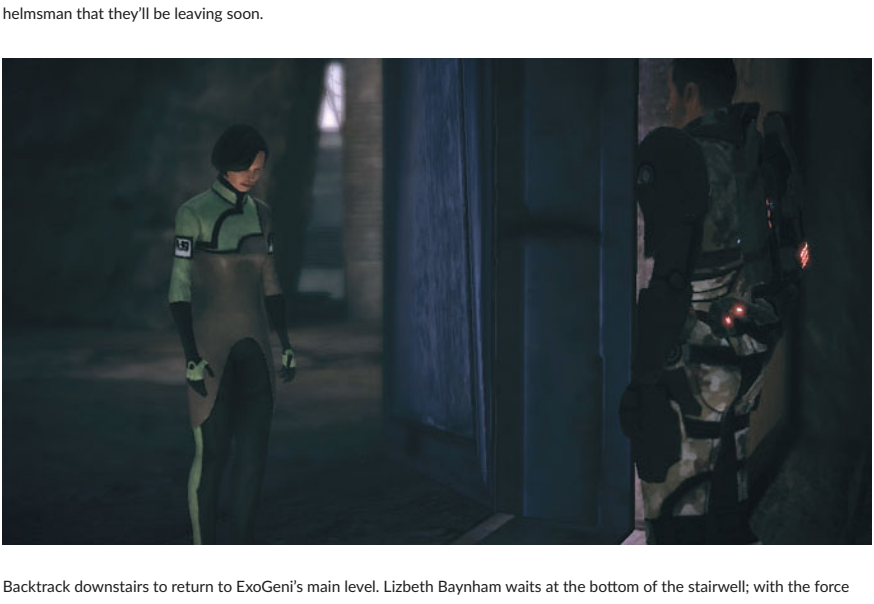
Time to Go



Communications soon clear up and the crew receives a frantic message from Joker.

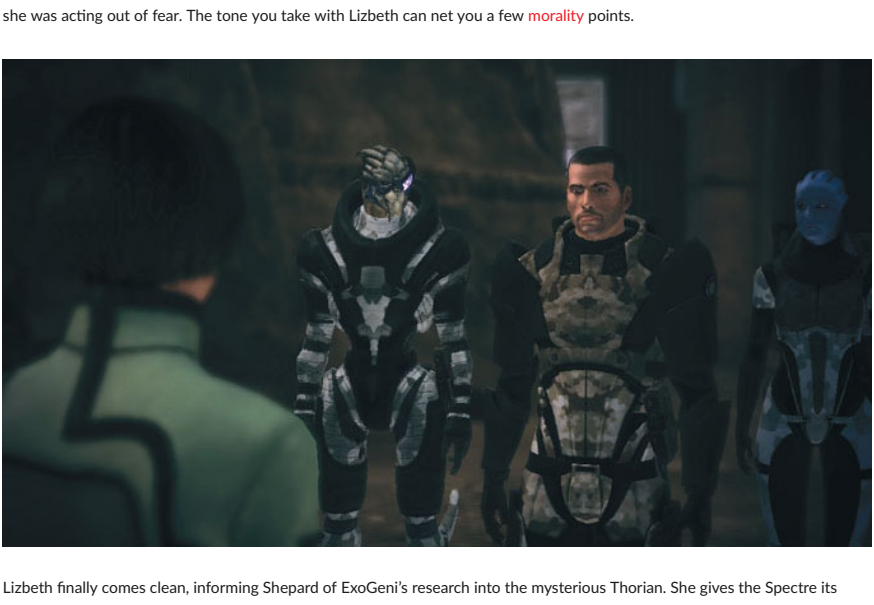
Apparently, the *Normandy* has fallen under "attack" by the Zhu's Hope collective; Joker reports that the colonists are banging and scratching away at the *Normandy's* airlock doors, striving to get inside the ship.

Shepard tells Joker to sit tight; the colonists have no chance at breaching the *Normandy's* hull. The Spectre assures his helmsman that they'll be leaving soon.



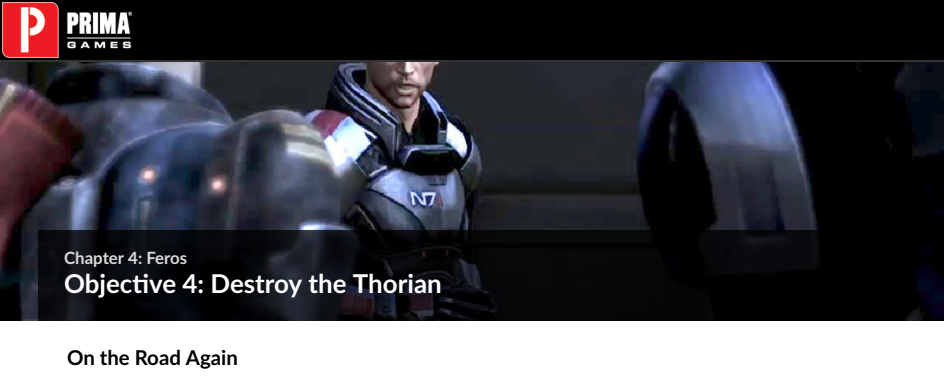
Backtrack downstairs to return to ExoGeni's main level. Lizbeth Baynham waits at the bottom of the stairwell; with the force field down, she's finally managed to escape the midden.

Shepard asks Lizbeth why she didn't say more about the situation here on Feros before. The young woman apologizes, saying she was acting out of fear. The tone you take with Lizbeth can net you a few morality points.



Lizbeth finally comes clean, informing Shepard of ExoGeni's research into the mysterious Thorian. She gives the Spectre its exact location: an underground lair beneath the surface of Zhu's Hope.

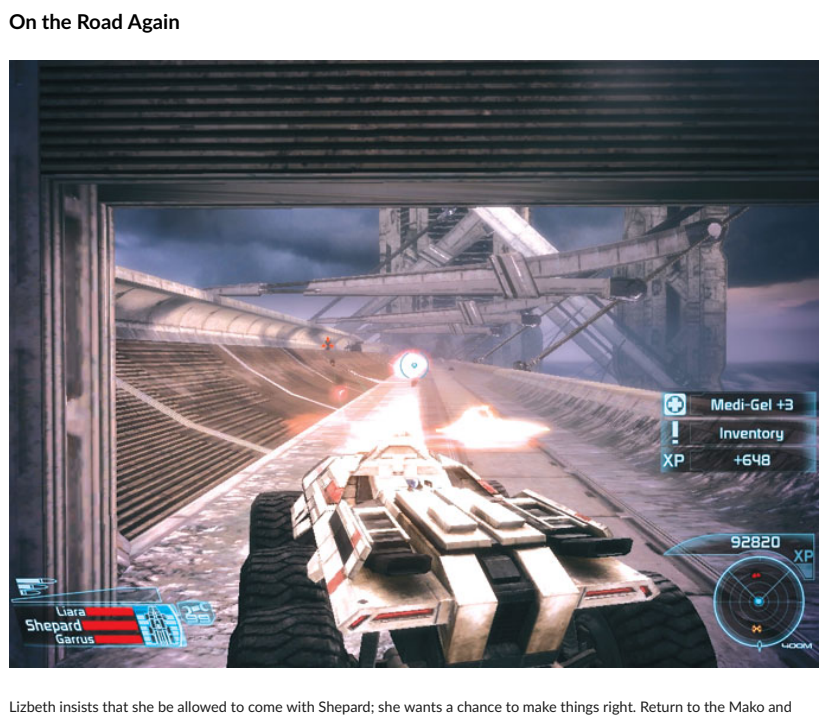
Joker soon radios in, warning his commander that more geth contacts are inbound. There's no time to lose.



Chapter 4: Feros

Objective 4: Destroy the Thorian

On the Road Again



Lizbeth insists that she be allowed to come with Shepard; she wants a chance to make things right. Return to the Mako and start rolling across the skyway once more.

Joker was correct: many more geth forces lie in wait on the skyway. Advance with caution as you encounter a large group of heavy geth forces just outside ExoGeni's garage.

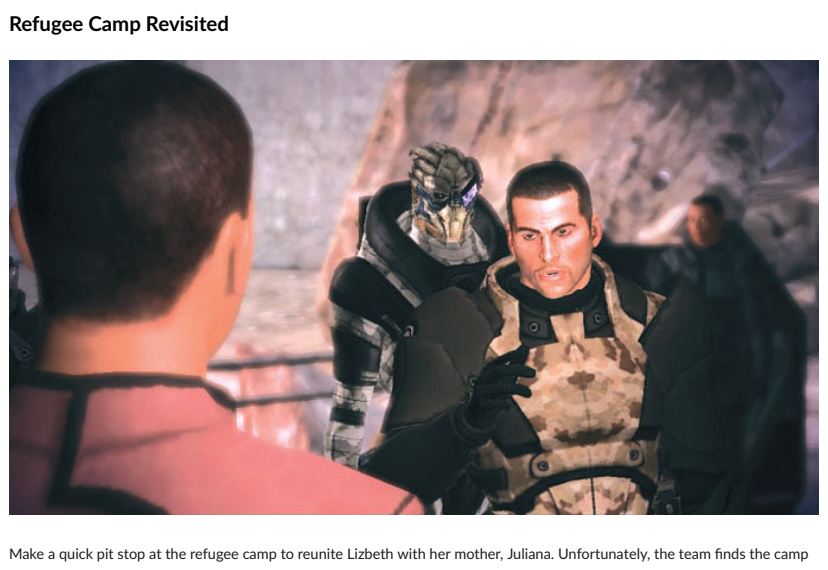
Employ the same tactics you used on your initial trip to ExoGeni.

Utilize the garage doors as cover, or position the Mako sideways so you may avoid armature pulse blasts and rocket trooper bombardments while combating these foes.

Tip

Not interested in combating the geth? Simply roll through them, hurrying onward across the skyway. Just watch out for debris along the way!

Refugee Camp Revisited



Make a quick pit stop at the refugee camp to reunite Lizbeth with her mother, Juliana. Unfortunately, the team finds the camp in a state of panic.

Ethan Jeong is quite upset about something. It seems communications have been reestablished with ExoGeni's off-world corporate headquarters, and the company has decided their Feros colony has become far too disorderly.

They want the entire place "purged" to contain the situation before it gets any worse.

Persuade Jeong to spare the lives of the Zhu's Hope colonists if you're able; you'll gain a hoard of morality points when the dialogue concludes.

If you're unable to persuade Jeong, Shepard is forced to kill him when the madman draws his weapon, and no morality points are attributed.

Note

You need 10 Intimidate points or 12 Charm points in order to persuade Jeong. This is one good reason why it pays to visit Feros last.

Whether or not you're able to persuade Jeong, Juliana soon comes up with a way of sparing the colonists' lives.

Speak with her to receive a special upgrade for Shepard's grenades: an Anti-Thorian Gas device.

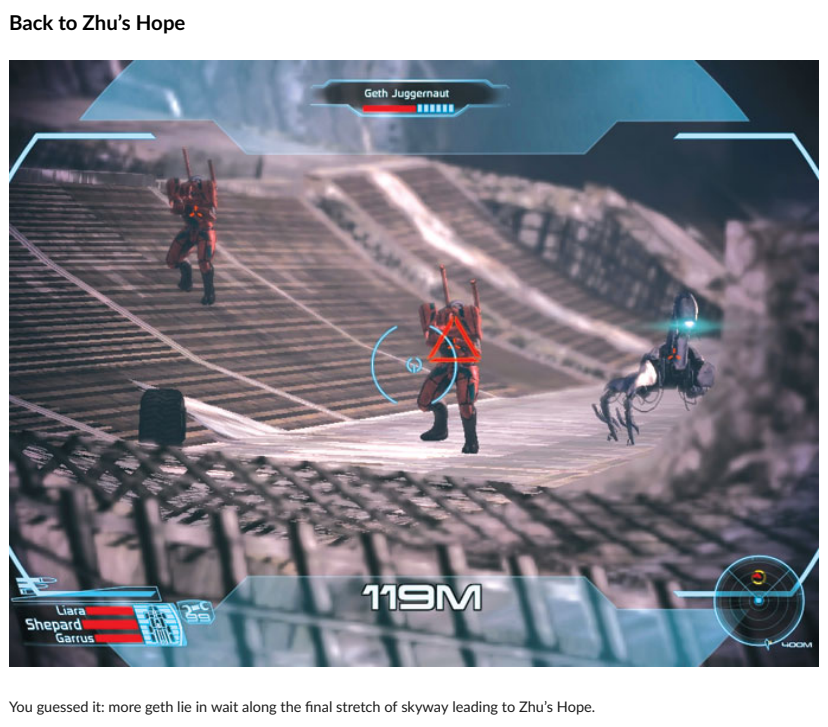
Visit the Equipment menu and install this upgrade onto Shepard's grenades so you may knock out the infected colonists at Zhu's Hope without actually harming them.

Agreeing to this humane plan also earns you a handful of Paragon points.

Tip

If you've accepted Gavin Hossle's assignment and retrieved the data from ExoGeni, speak with the man to complete his assignment before leaving the campsite.

Back to Zhu's Hope

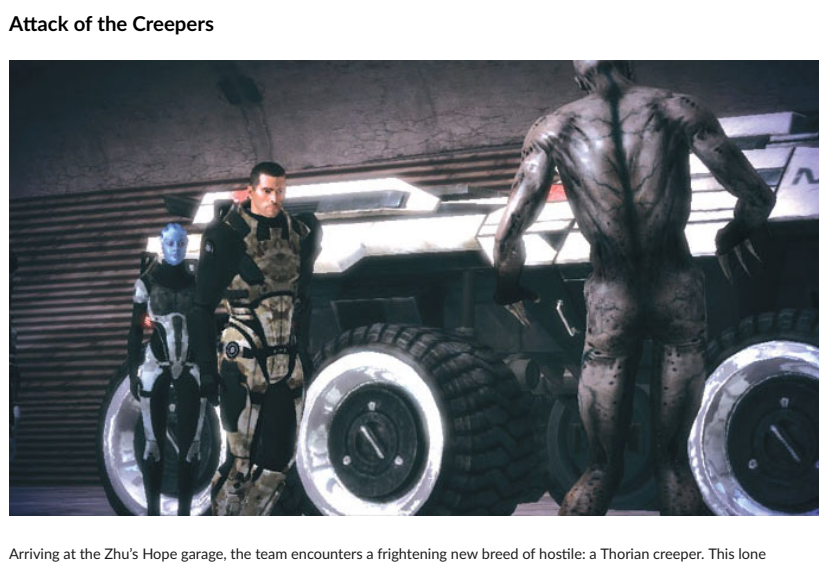


You guessed it: more geth lie in wait along the final stretch of skyway leading to Zhu's Hope.

As you did before, position the Mako sideways so that you may dodge incoming fire while dispatching these threats for XP and items.

Or simply haul onward, smashing through their ranks in your frantic dash to return to the colony.

Attack of the Creepers



Arriving at the Zhu's Hope garage, the team encounters a frightening new breed of hostile: a Thorian creeper. This lone adversary presents no significant threat, so simply cut it down with all speed.

Afterward, you can either order your team to fire on the infected colonists, or to spare them so Shepard can knock them out with gas grenades.

Choose to spare them if you're playing a Paragon hero or kill them if you're going Renegade.

Note

A counter appears at the screen's lower-right corner, showing how many infected colonists remain alive at Zhu's Hope.

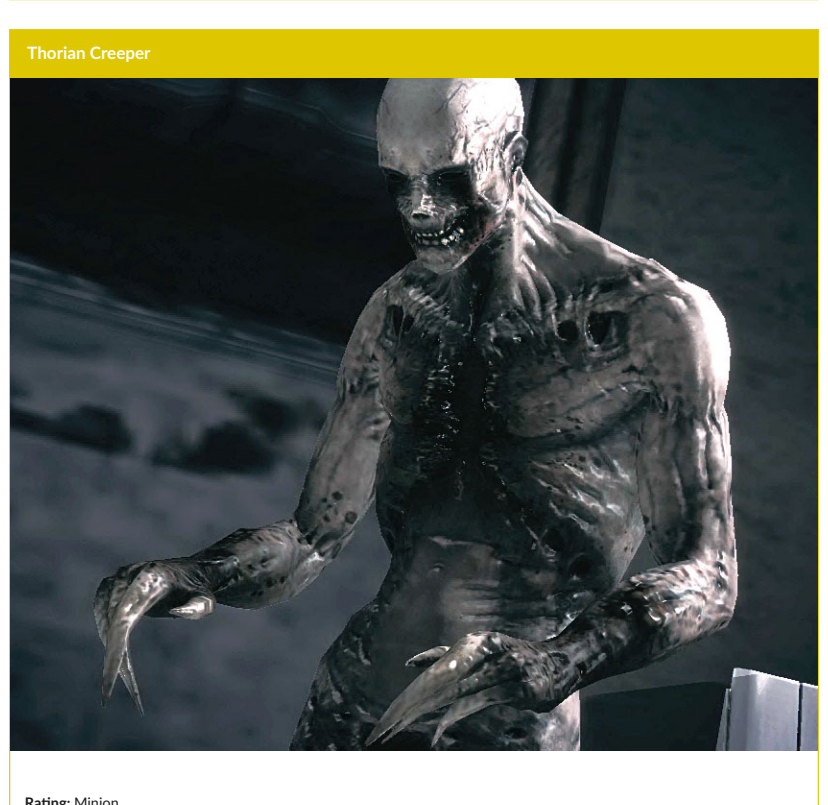
Each colonist you spare earns you +2 Paragon points, and each one killed grants +2 to Renegade. The points are awarded after you gain entry to the Thorian lair.

Note

Creepers are not infected colonists. Rather, they are clones created by the Thorian in the colonists' images.

Anti-Thorian gas grenades can be used to wipe them out, but it's best to save these grenades for use on the infected colonists (assuming you care to save them).

Thorian Creeper



Rating: Minion

Resistances: Combat

Weaknesses: Biotics

Powers

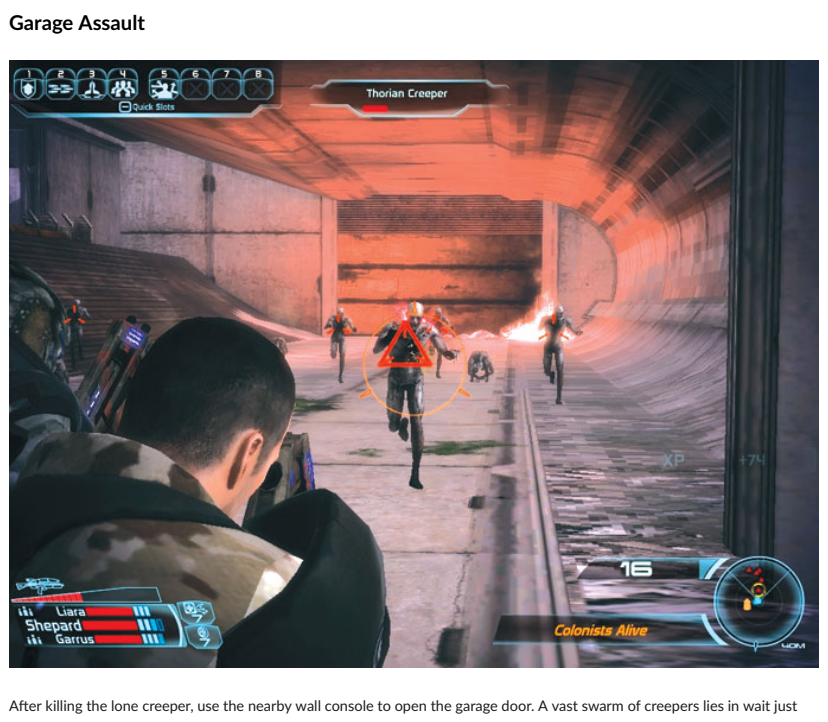
- Melee Attack
- Vomit Attack

Thorian creepers are living replicas of the Thorian's possessed subjects. Similar in many ways to the zombielike husks encountered at Eden Prime, creepers rush into close range and attack with vicious force.

They're also capable of vomiting toxic substances on their prey from a short distance, slowing down the victim's healing ability.

A creeper's advance can be effectively halted with shotgun blasts or biotic abilities such as Lift and Throw.

Garage Assault

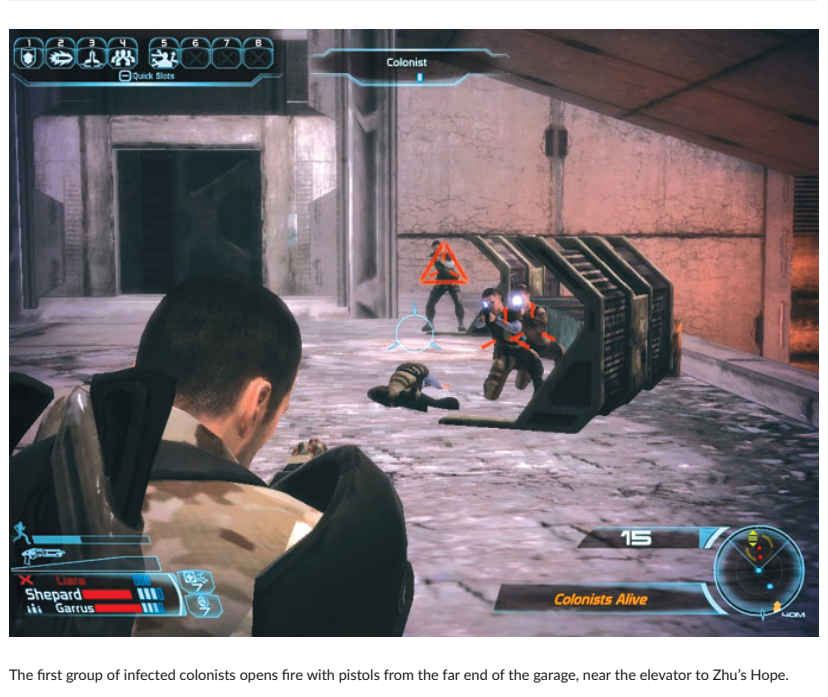


After killing the lone creeper, use the nearby wall console to open the garage door. A vast swarm of creepers lies in wait just inside the garage, quickly moving to tear into Shepard's crew.

Immediately open fire, focusing your attacks on the nearest advancing creeper. Backpedal as necessary to keep the fiends at bay.

Tip

Outfit your entire squad with shotguns. Even if certain team members have no training in the use of such weapons, the shotguns' natural knockback effect is great at keeping Thorian creepers at bay.



The first group of infected colonists opens fire with pistols from the far end of the garage, near the elevator to Zhu's Hope.

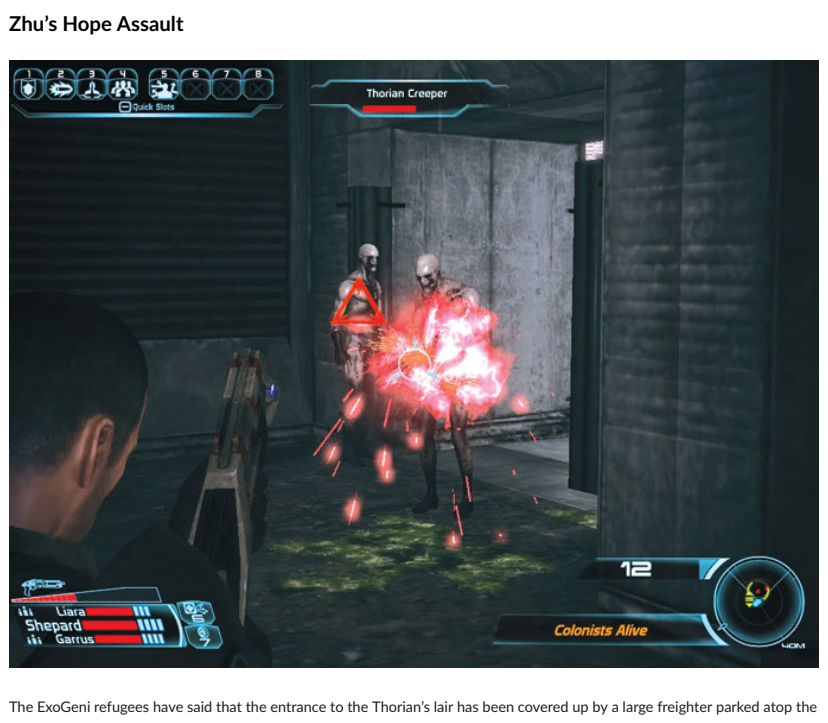
Toss a grenade at one of the colonists and detonate it to knock them all out. Dash to the elevator afterward and ride up to Zhu's Hope.

You must knock out or kill all four colonists near the elevator to utilize it. You can't simply run past them.

Tip

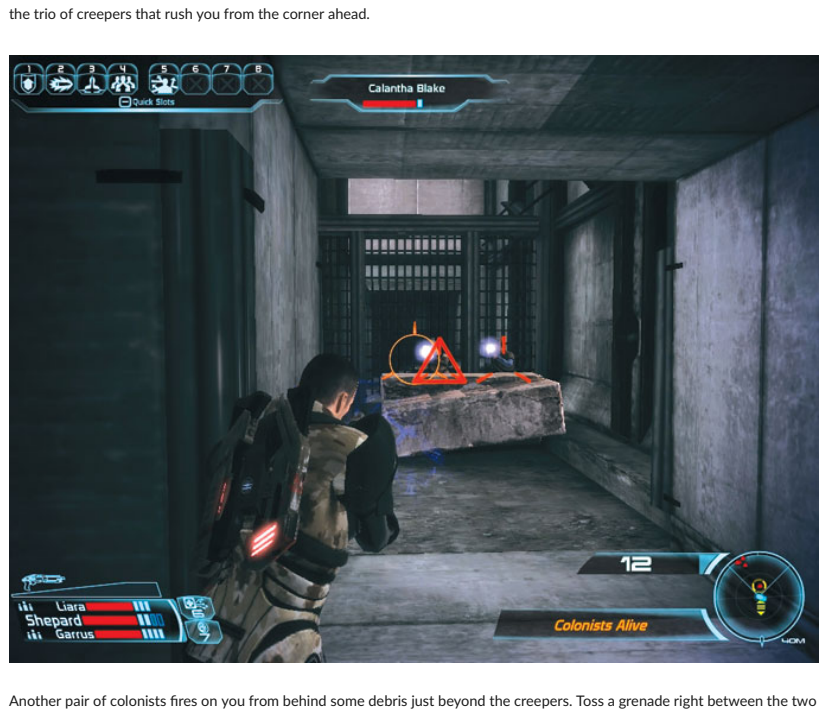
If you want to save the Zhu's Hope colonists, but have used up all your grenades, try lining the Colonists up so you can knock out several at once with melee blows.

Zhu's Hope Assault



The ExoGeni refugees have said that the entrance to the Thorian's lair has been covered up by a large freighter parked atop the access hatch.

You must fight to the heart of the colony to reach the freighter controls. Exit the elevator and turn left, being quick to cut down the trio of creepers that rush you from the corner ahead.

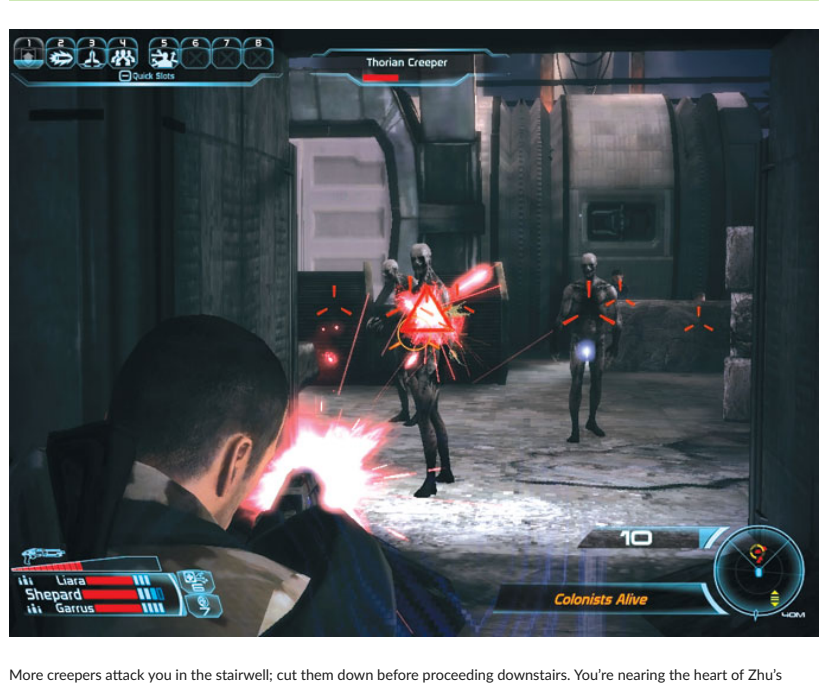


Another pair of colonists fires on you from behind some debris just beyond the creepers. Toss a grenade right between the two and stick it to the wall behind them.

Detonate the grenade to knock out both colonists in one blast.

Tip

Most colonists are only armed with low-grade pistols. Don't worry about taking a bit of fire. It's far more important to ensure that your grenades don't miss their mark.



More creepers attack you in the stairwell; cut them down before proceeding downstairs. You're nearing the heart of Zhu's Hope and the colonists have taken up defensive positions.

They pick shots at you from behind cover while creepers rush forward to attack. While securing the colony, try to lure the creepers away from the infected colonists, backing off and blasting the fiends with shotguns.

Seek cover afterward. Heal up and recharge your shields before moving out once more to knock out the infected colonists with well-placed grenades.

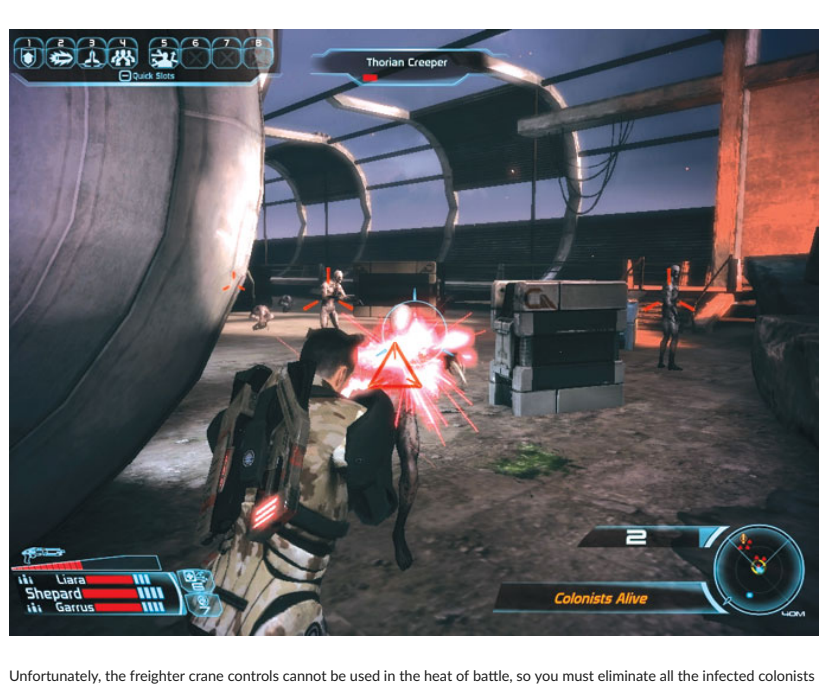
Tip

There are 10 colonists to neutralize in Zhu's Hope proper, and it's difficult to save them all. In a pinch, strive to gas the named colonists, such as Davin Reynolds and the like.

Unnamed colonists aren't quite as important, though you'll miss out on a few Paragon points each time you kill one.

Tip

Find more grenades inside a crate behind the pair of infected colonists. These will come in handy if you're trying to save the colony.



Unfortunately, the freighter crane controls cannot be used in the heat of battle, so you must eliminate all the infected colonists and Thorian creepers in the area.

Do your best to knock out the colonists with grenades whenever possible if you're looking to pick up Paragon points, or simply slaughter the whole lot if you'd like to bolster your Renegade status.

Secure the area, then activate the freighter crane controls to reveal the entrance to the Thorian's lair.

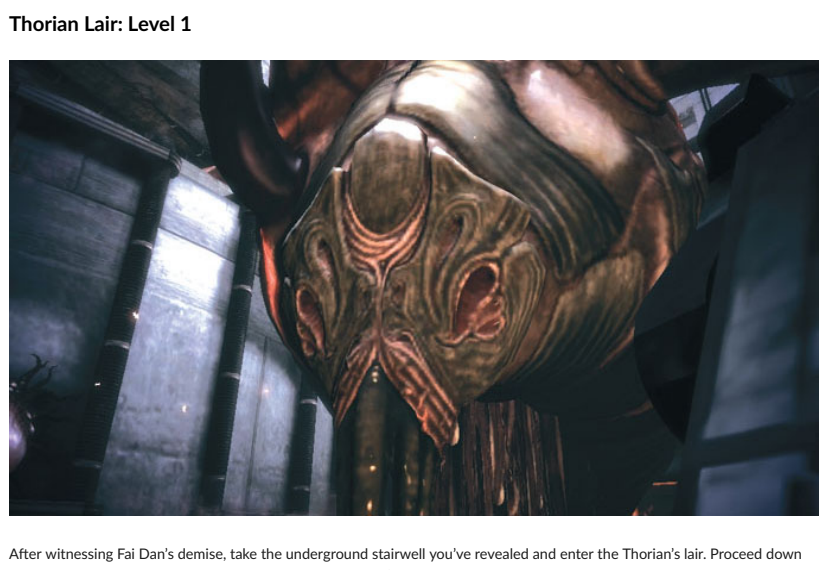
The Fall of Fai Dan

Before entering the Thorian's underground burrow, Shepard and company are surprised to see Fai Dan staggering toward them.

The man is being overwhelmed by the Thorian's influence, but continues to struggle valiantly against the creature's insidious will.

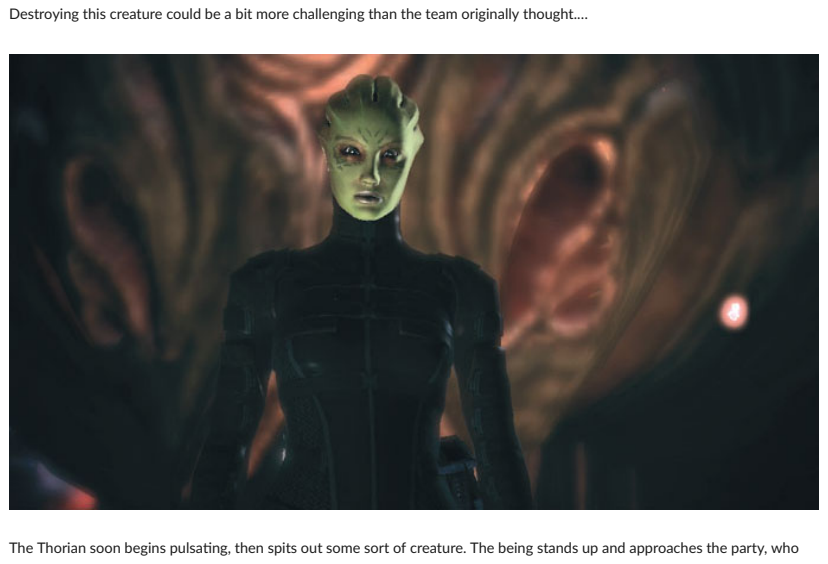
Unable to handle the pressure any longer, Fai Dan pulls free his weapon...and kills himself. There can be no doubt now as to how potent the Thorian's effect really is.

Thorian Lair: Level 1



After witnessing Fai Dan's demise, take the underground stairwell you've revealed and enter the Thorian's lair. Proceed down the corridor at the bottom of the stairs to enter the Thorian's chamber.

The party then gets their first glimpse of the Thorian itself: a monstrous plant being with tendrils stretching all about the place. Destroying this creature could be a bit more challenging than the team originally thought....



The Thorian soon begins pulsating, then spits out some sort of creature. The being stands up and approaches the party, who are then able to identify it as an asari.

The asari clone speaks for the Thorian, voicing the ancient plant's anger at the party's intrusion.

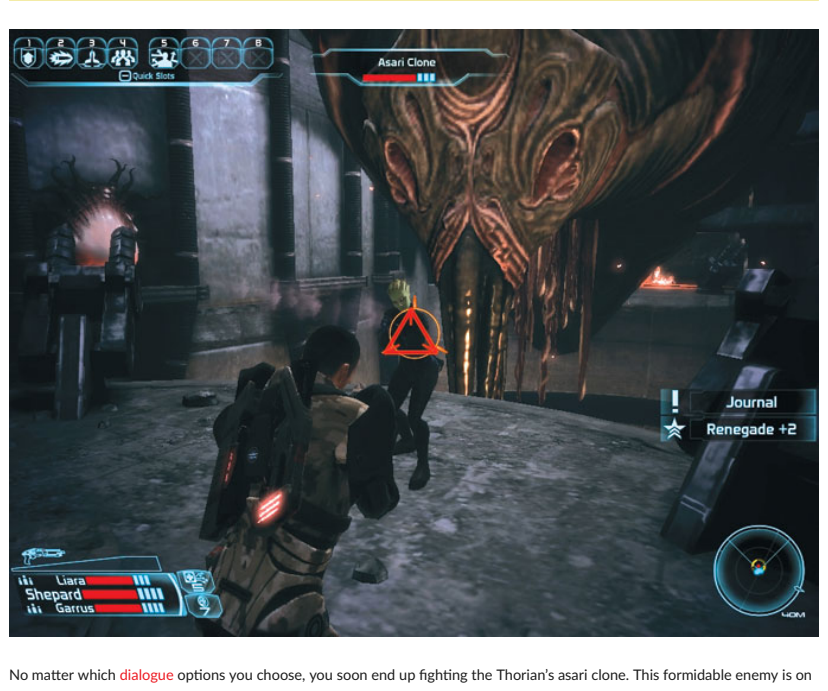
Speak with the asari to learn that Saren recently paid the Thorian a visit to learn more about ancient beings, perhaps more about the Protheans.

Saren then double-crossed the Thorian and sent his synthetic minions to assault the plant being's servants. The Thorian will no longer listen to the lies of outsiders.

Note

Chose the lower Renegade response at any time during the chat with the asari to advance the conversation to its conclusion and earn a few Renegade points.

Choose Paragon answers to explore the dialogue more thoroughly and gain a few Paragon points.



No matter which dialogue options you choose, you soon end up fighting the Thorian's asari clone. This formidable enemy is on par with the asari commandos you faced at Noveria.

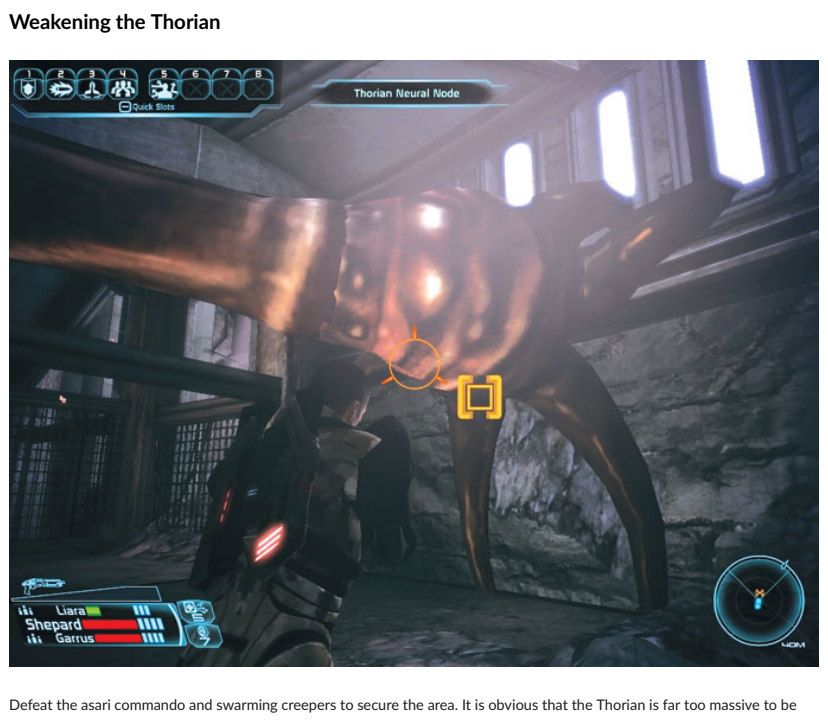
Beware of her powerful biotic abilities and unload on the asari to cut her down fast. Don't give the clone a chance to gear up her powers or the fight becomes far more challenging.

Caution

Creepers advance from the northern tunnel, assisting the asari in the fight. Blast them away with shotguns and retreat toward the stairwell if necessary.

During the Thorian fight, use the ledge near the Thorian to your advantage. Pushing enemies off the side with shotgun blasts or special abilities results in instant kills.

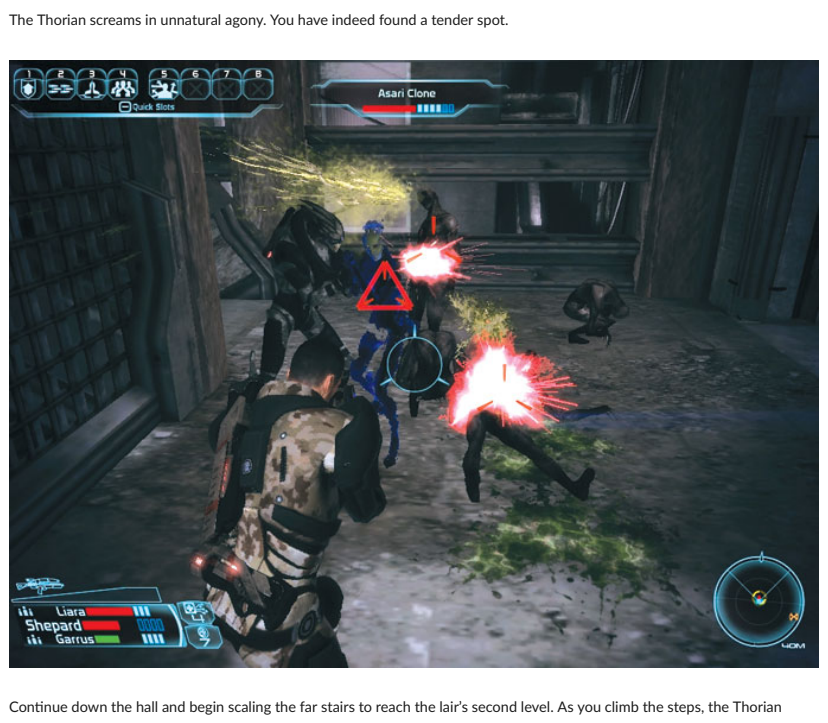
Weakening the Thorian



Defeat the asari commando and swarming creepers to secure the area. It is obvious that the Thorian is far too massive to be harmed by direct attacks; a different approach must be found.

Fortunately, the answer isn't far; a giant Thorian neural node is found in the northern tunnel, and it seems to register as a sensitive spot when attacked. Fire on the neural node until it explodes in a gruesome splatter.

The Thorian screams in unnatural agony. You have indeed found a tender spot.



Continue down the hall and begin scaling the far stairs to reach the lair's second level. As you climb the steps, the Thorian births another asari clone, who then rushes to attack your team from the landing above.

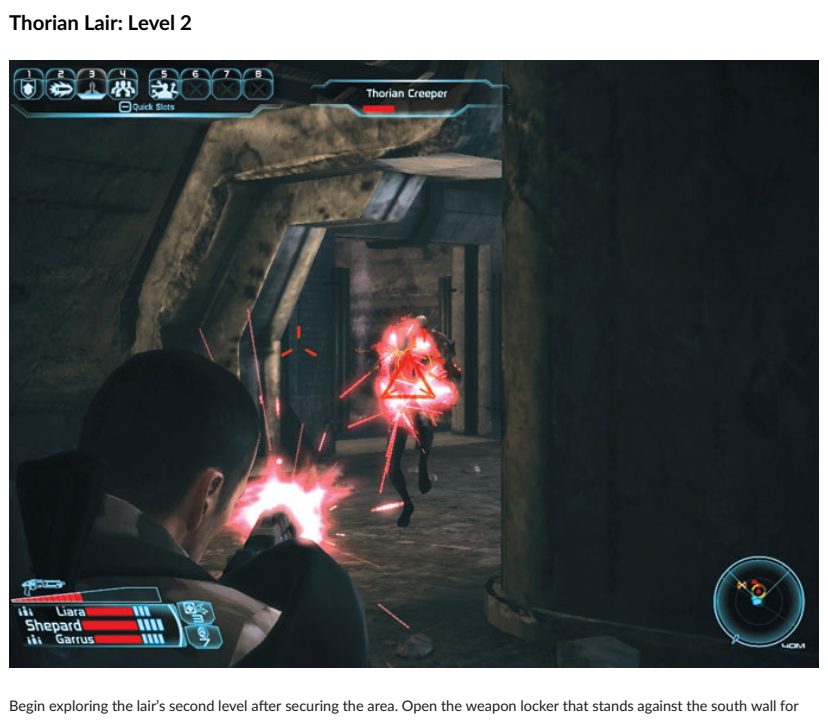
The asari is backed by a pair of creepers. Unleash shotgun blasts and powerful abilities to wipe out these hostiles as fast as possible, retreating downstairs if necessary.

Note

Many creepers lie dormant until triggered to attack by certain events. You can't harm a creeper while it's curled up in a dormant state.

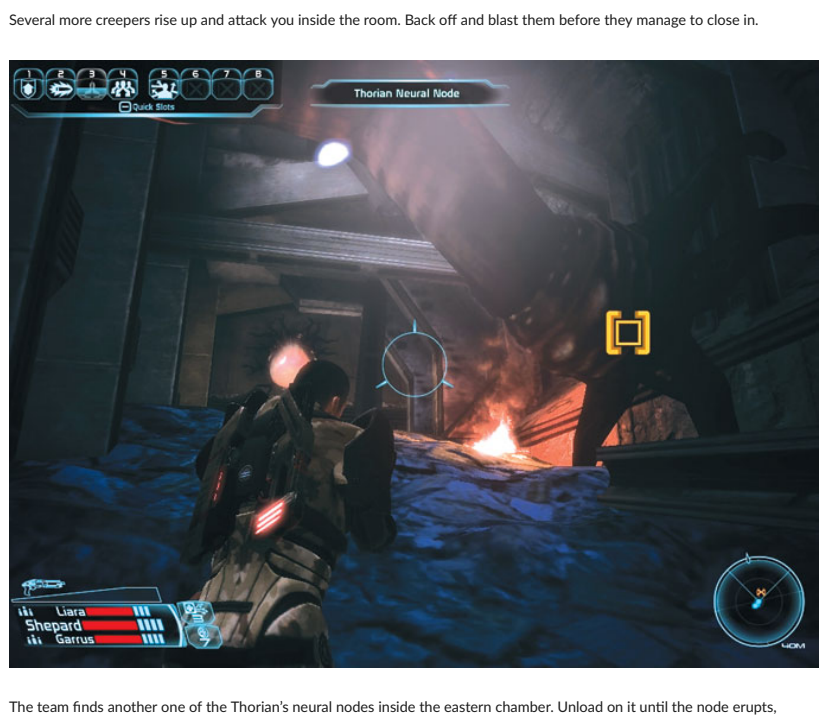
Focus on the battle at hand, but remember the locations of dormant creepers you see. Expect them to rise up and attack you sooner rather than later.

Thorian Lair: Level 2



Begin exploring the lair's second level after securing the area. Open the weapon locker that stands against the south wall for items, then proceed into the eastern chamber.

Several more creepers rise up and attack you inside the room. Back off and blast them before they manage to close in.



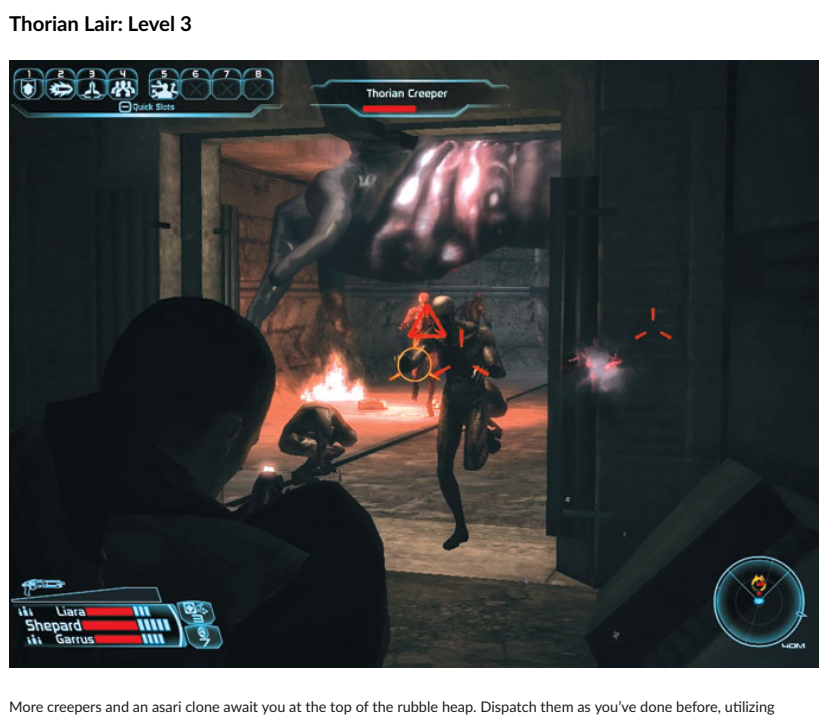
The team finds another one of the Thorian's neural nodes inside the eastern chamber. Unload on it until the node erupts, inflicting severe pain on the Thorian.

You're doing well. Continue up the sloping pile of rubble ahead to reach the lair's next level.

Tip

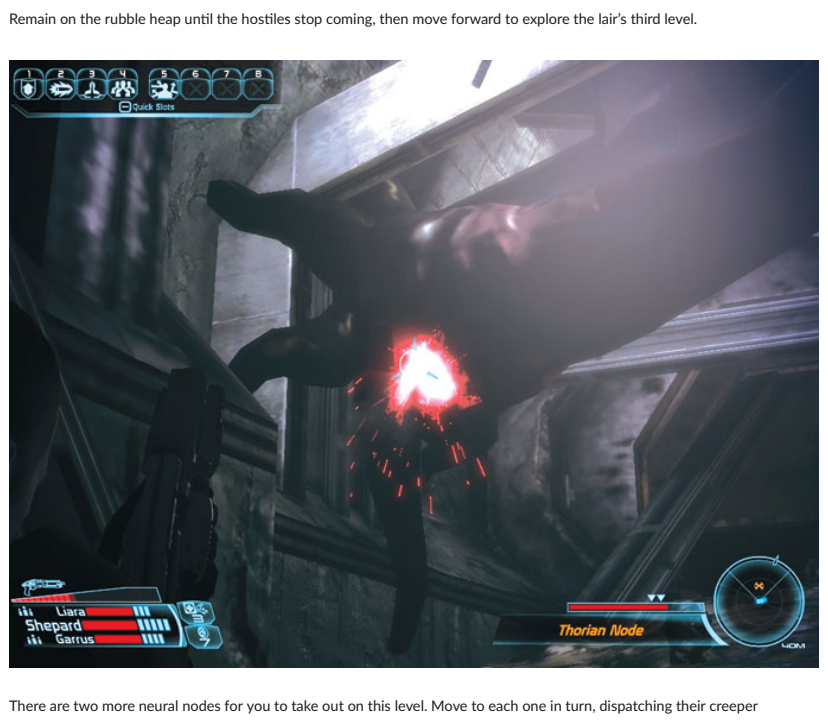
Destroying Thorian neural nodes instantly kills all creepers stationed to defend the node site.

Thorian Lair: Level 3



More creepers and an asari clone await you at the top of the rubble heap. Dispatch them as you've done before, utilizing powerful combat abilities and shotgun blasts to keep them at bay.

Remain on the rubble heap until the hostiles stop coming, then move forward to explore the lair's third level.



There are two more neural nodes for you to take out on this level. Move to each one in turn, dispatching their creeper defenders and then firing into the nodes themselves.

Scale the western rubble mound beyond this floor's second node to access the level above.

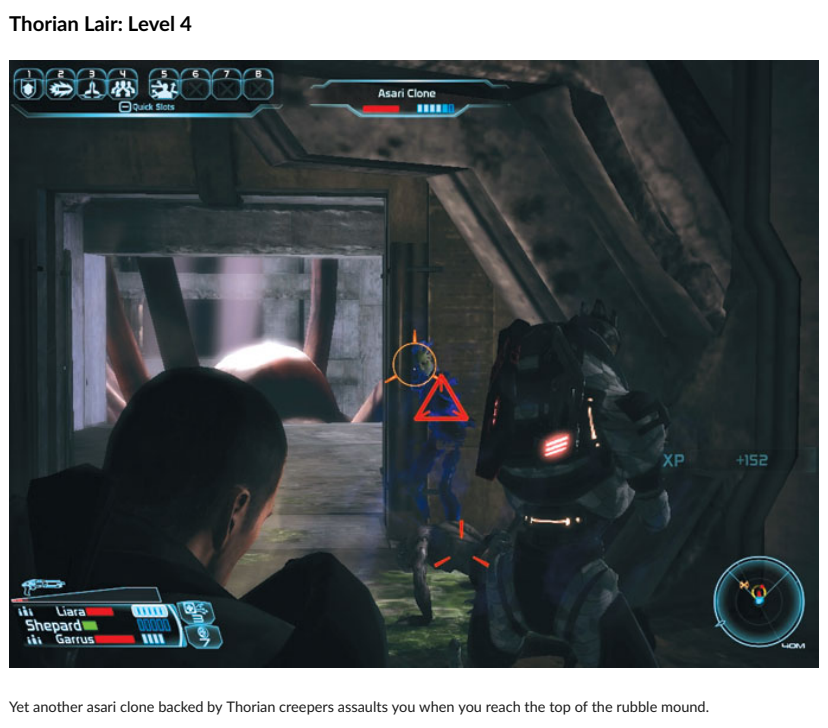
Caution

Beware of backup creepers that emerge after you destroy each node. Fall back if they catch you by surprise.

Tip

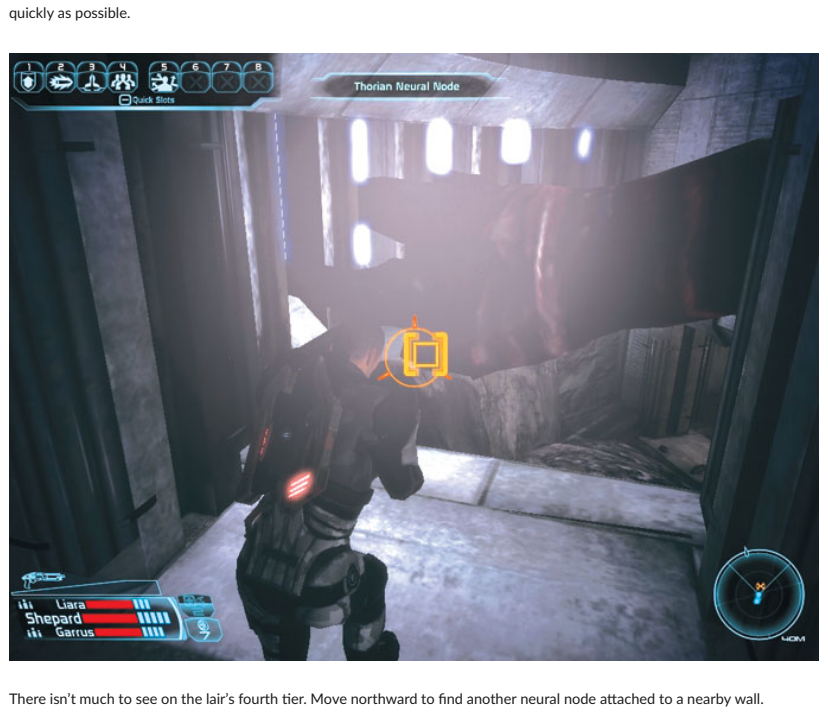
Don't miss opening the MEDICAL STATION at the far end of the hall.

Thorian Lair: Level 4



Yet another asari clone backed by Thorian creepers assaults you when you reach the top of the rubble mound.

Obliterate these enemies without delay, but fall back should you become overwhelmed. As before, try to cut down the asari as quickly as possible.



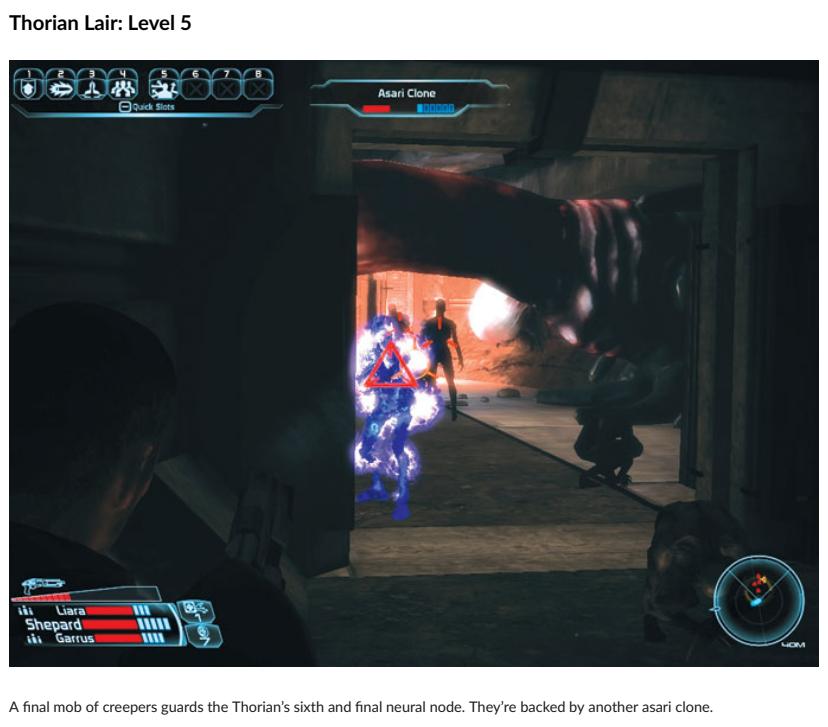
There isn't much to see on the lair's fourth tier. Move northward to find another neural node attached to a nearby wall.

Fire on the node until it's destroyed, then run down the slope beyond to access the third level's northern stairwell. These stairs lead all the way up to the lair's fifth floor.

Caution

More creepers and an asari clone assault you on the stairwell. Focus your team's fire to eliminate the asari, and fall back with shotgun blasts when the creepers start to swarm.

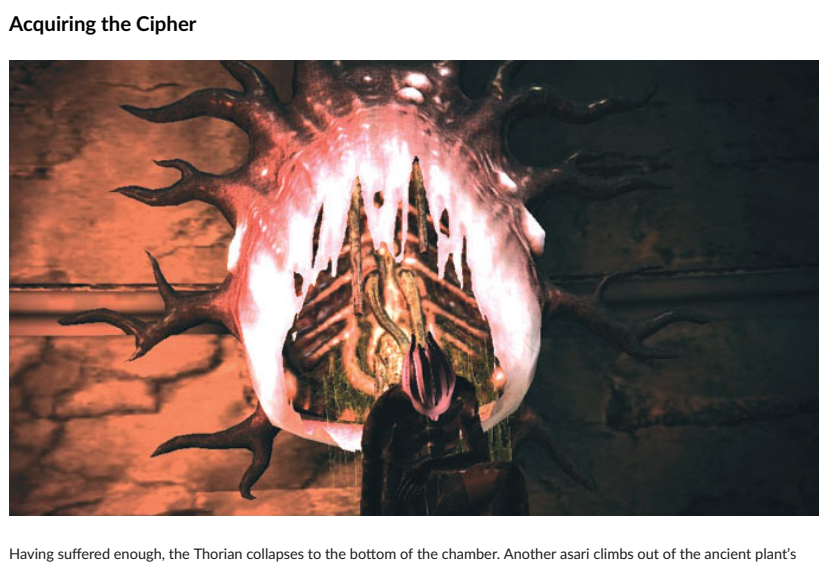
Thorian Lair: Level 5



A final mob of creepers guards the Thorian's sixth and final neural node. They're backed by another asari clone.

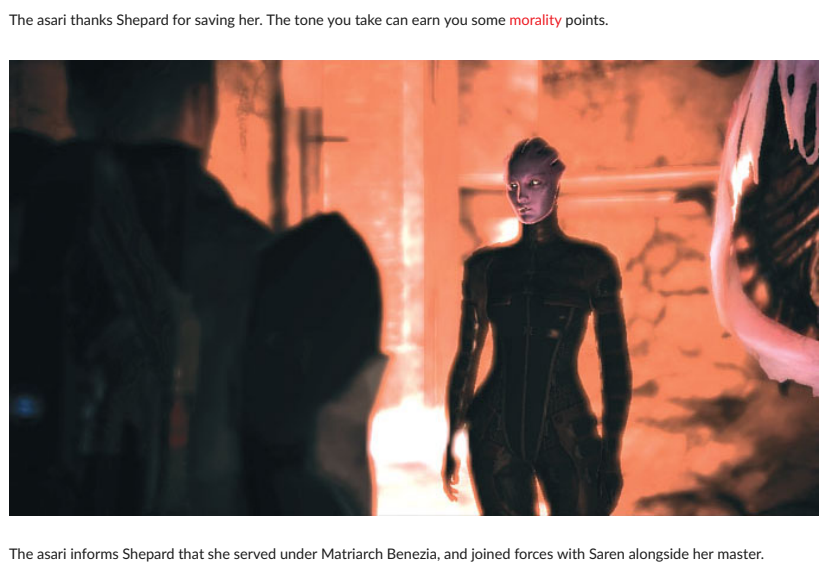
Employ the same tactics as before: target the asari to kill her as fast as you can, and fire on the creepers only when absolutely necessary. Destroy the neural node after securing the area to deal the final blow to the Thorian.

Acquiring the Cipher



Having suffered enough, the Thorian collapses to the bottom of the chamber. Another asari climbs out of the ancient plant's remains, but this one seems to be non-aggressive.

The asari thanks Shepard for saving her. The tone you take can earn you some morality points.

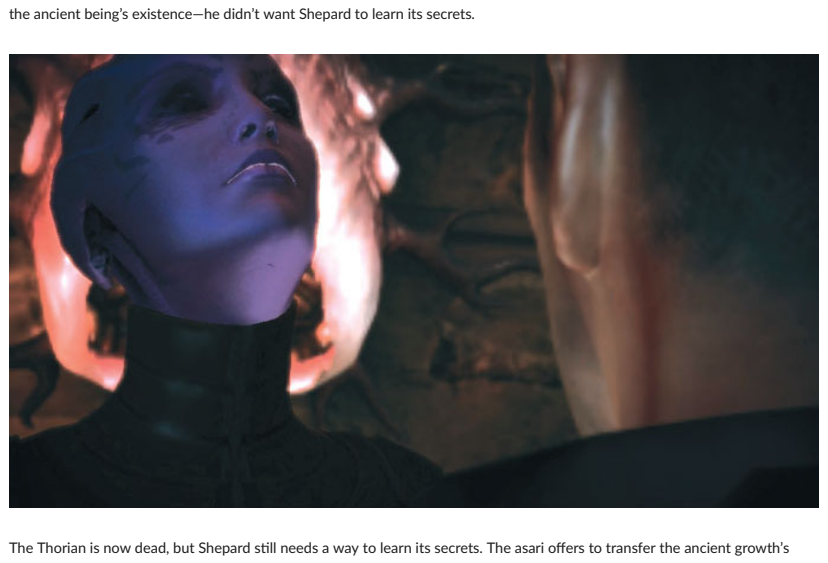


The asari informs Shepard that she served under Matriarch Benezia, and joined forces with Saren alongside her master.

She recounts the strength of Saren's influence, enhanced by the power of his mysterious warship, Sovereign.

The asari reveals that Saren offered her to the Thorian as a method of communication, and as a means of securing an alliance with the creature.

After getting what he needed out of the Thorian, Saren was quick to order his geth forces to attack and eliminate all trace of the ancient being's existence—he didn't want Shepard to learn its secrets.



The Thorian is now dead, but Shepard still needs a way to learn its secrets. The asari offers to transfer the ancient growth's knowledge into the Spectre, just as she'd done for Saren.

The experience is overwhelming, but Shepard finally attains the cipher needed to comprehend the vision projected by the Prothean beacon back on Eden Prime.

The puzzle pieces will still take time to fall into place, but feel free to question the asari for a bit of fast insight if you like.

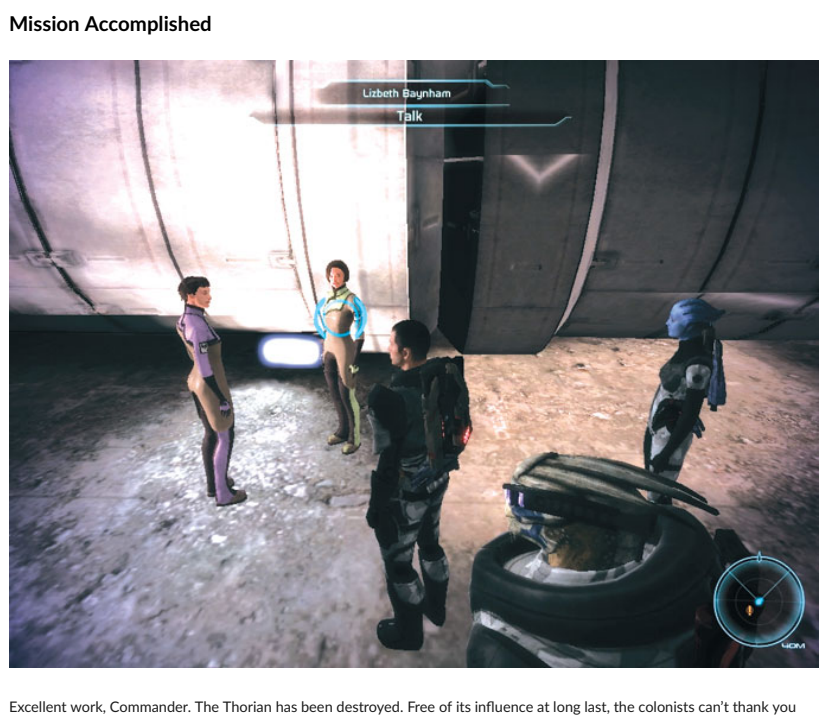
Note

After acquiring the cipher, you may choose to kill the asari to gain a good portion of Renegade points. No Paragon points are gained by allowing her to live.

Achievement Unlocked:

Medal of Heroism

Mission Accomplished



Excellent work, Commander. The Thorian has been destroyed. Free of its influence at long last, the colonists can't thank you enough.

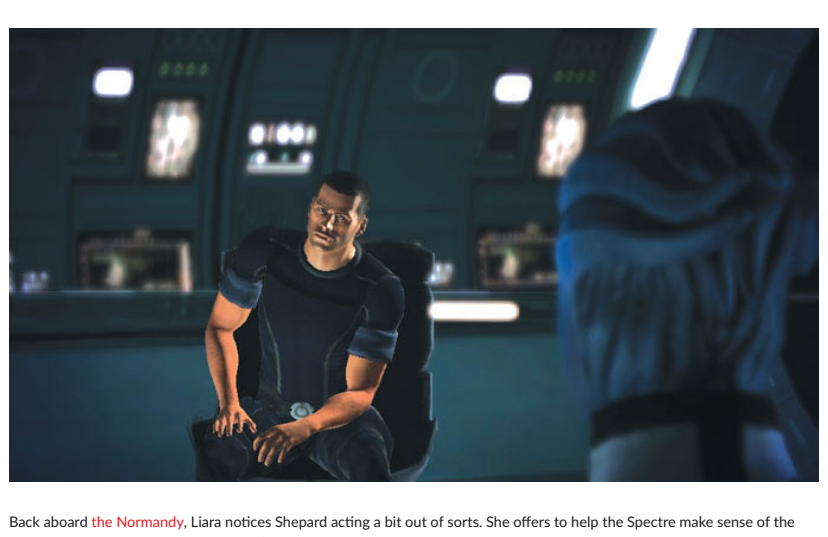
Spend time chatting with them if you'd like, and return to the Normandy when you're ready to move on.

Note

You've had direct influence over the fate of the colony.

If you chose to complete the optional assignments at Zhu's Hope, and if you didn't kill the colonists during your return for the Thorian, then the colony survives the ordeal.

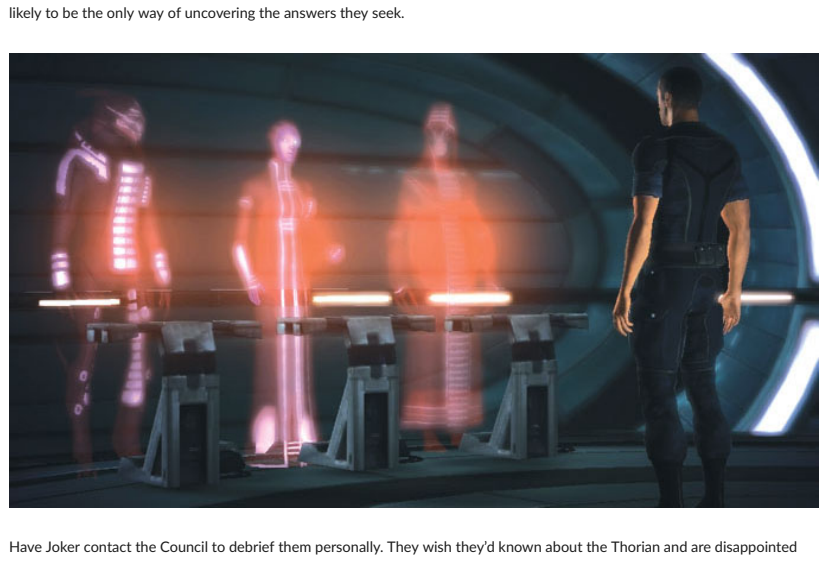
If you didn't do these things, the colony perishes.



Back aboard the Normandy, Liara notices Shepard acting a bit out of sorts. She offers to help the Spectre make sense of the cipher recently gained from the Thorian's asari captive, and the commander agrees.

Unfortunately, Liara can't offer any additional insight. She is simply able to confirm what Shepard has believed all along. Liara advises that they continue the search for Saren.

He must have extracted additional information from the Prothean beacon at Eden Prime. Questioning the former Spectre is likely to be the only way of uncovering the answers they seek.

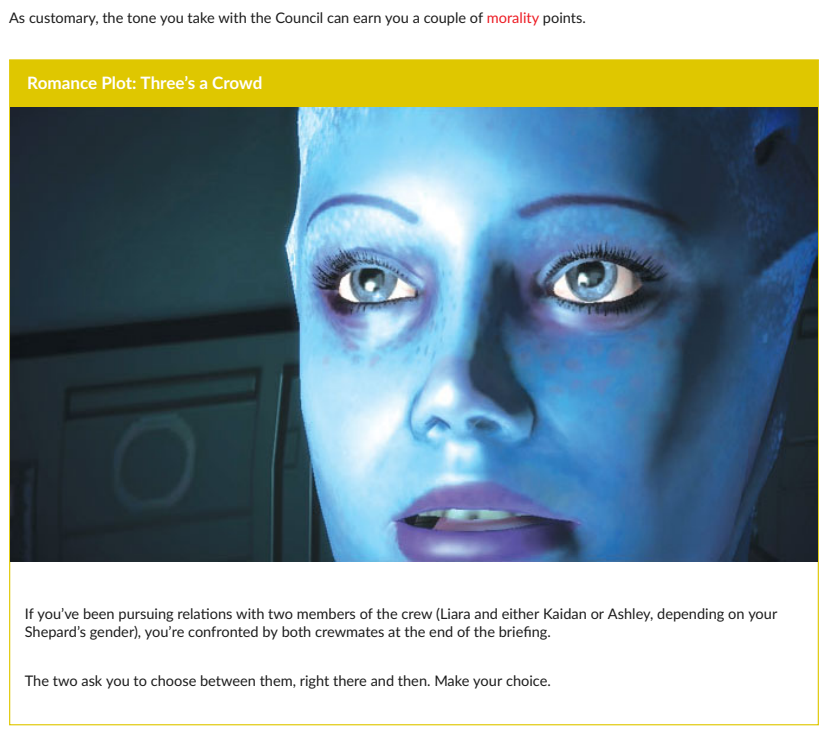


Have Joker contact the Council to debrief them personally. They wish they'd known about the Thorian and are disappointed that such a rare creature had to be destroyed.

They understand why it had to be done, of course; such a dangerous being couldn't be allowed to enslave the minds of others as it had the Zhu's Hope colonists.

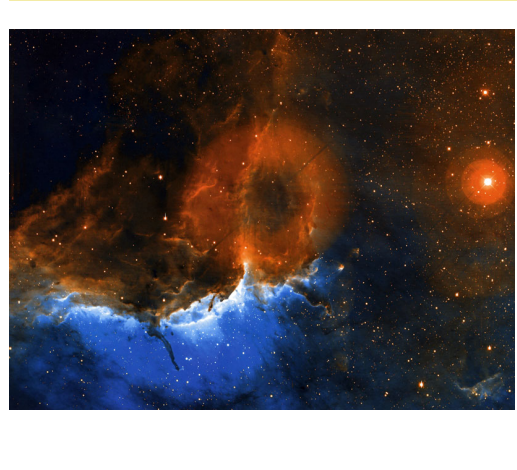
As customary, the tone you take with the Council can earn you a couple of morality points.

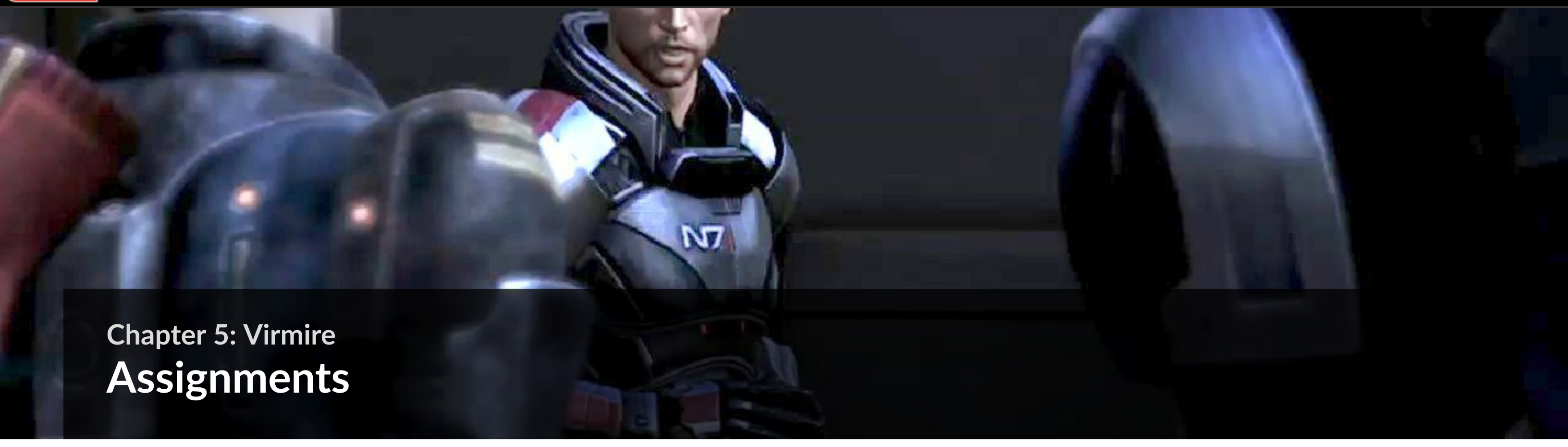
Romance Plot: Three's a Crowd



If you've been pursuing relations with two members of the crew (Liara and either Kaidan or Ashley, depending on your Shepard's gender), you're confronted by both crewmates at the end of the briefing.

The two ask you to choose between them, right there and then. Make your choice.





Chapter 5: Virmire

Assignments

Commander Shepard has scoured the galaxy far and wide in search of insight into Saren's plans and motives.

Having conducted thorough investigations at Therum, Noveria, and Feros, the Spectre has only one place left to explore: a remote world called Virmire.

Shepard was recently informed that one of the Council's infiltration teams stationed at Virmire has sent out an urgent distress call.

The message was little more than static, and the Council has become alarmed. They eagerly await the Spectre's full situation report.

> **Note**
>
> Virmire becomes available after you complete your second post-Citadel plot world. The Council sends Shepard a private message that reveals the dire situation on the planet.
>
> You may therefore complete Virmire before visiting one of Therum, Noveria, or Feros.

Morality Point Assignments

Completing your critical mission objectives on your third post-Citadel, plot-based world (Therum, Noveria, or Feros) most likely puts you at a point in your career where the following morality-based assignments will become available to you.

Naturally, this assumes you're endeavoring to acquire either Paragon or Renegade points as often as possible by making the appropriate dialogue choices and actions.

The UNC: Besieged Base assignment is presented the moment you've filled four-fifths of your Paragon points bar. The UNC: The Negotiation assignment opens up once you've filled four-fifths of the Renegade points bar.

Please note that you can't access both of these assignments during your initial playthrough; Shepard can attain enough morality points in only one alignment or the other on the first time through the game.

Shortly after you reach the requisite amount of morality points, you'll be contacted by Admiral Hackett via a deep-space transmission to inform you of the quest's availability.

Post-Plot World Assignments, Volume III

Name	Starting Location	Giver
UNC: Besieged Base	Deep Space (*Normandy*)	Admiral Hackett (via transmission)
UNC: The Negotiation	Deep Space (*Normandy*)	Admiral Hackett (via transmission)

Post-Feros Assignments

Those who've been following this walkthrough will have just completed their primary objectives on planet Feros. Clearing that world grants you access to the following assignments.

If you're up for exploring these side tasks, check the "Spectre Assignments" portion of the guide for complete details.

Post-Feros Assignments

Name	Starting Location	Giver
Investigate Shipments\UNC: Espionage Probe	Feros: Zhu's Hope\Deep Space (Normandy)	Terminal\Admiral Hackett (via transmission)
Investigate Facility\UNC: ExoGeni Facility	Feros: ExoGeni Upper Level\Deep Space (Normandy)	ExoGeni Terminal\Admiral Hackett (via transmission)
Investigate Samples\UNC: Colony of the Dead	Feros: ExoGeni Upper Level	Server Node

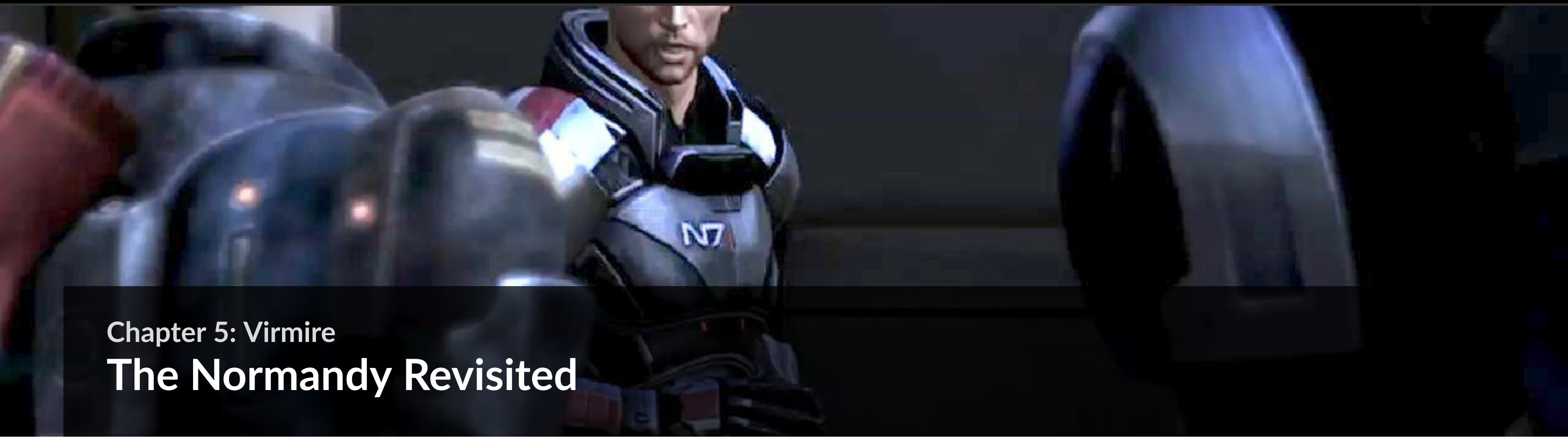
Virmire Assignments

You'll find a handful of assignments you can easily fulfill while carrying out your primary mission at Virmire.

These optional tasks are mentioned in the walkthrough each time they crop up, but feel free to reference the Spectre Assignments portion of the guide if you'd like additional information on how to find and complete each one.

Virmire Assignments

Name	Starting Location	Giver
Virmire: Wrex and the Genophage	Virmire: Landing Zone	Captain Kirrahe
Virmire: Assisting Kirrahe's Team	Virmire: Landing Zone	Captain Kirrahe



Chapter 5: Virmire

The Normandy Revisited

No new Codex entries can be gained through inspection of the *Normandy* decks at this time, but many can be acquired through conversations with her crew.

Spend some time aboard the *Normandy* before venturing off to Virmire, and don't forget to pay a visit to your love interest to advance your relationship.

Check Shepard's locker on the quarters deck for potential items, and make sure to visit the Req Officer to view his new selection of wares.

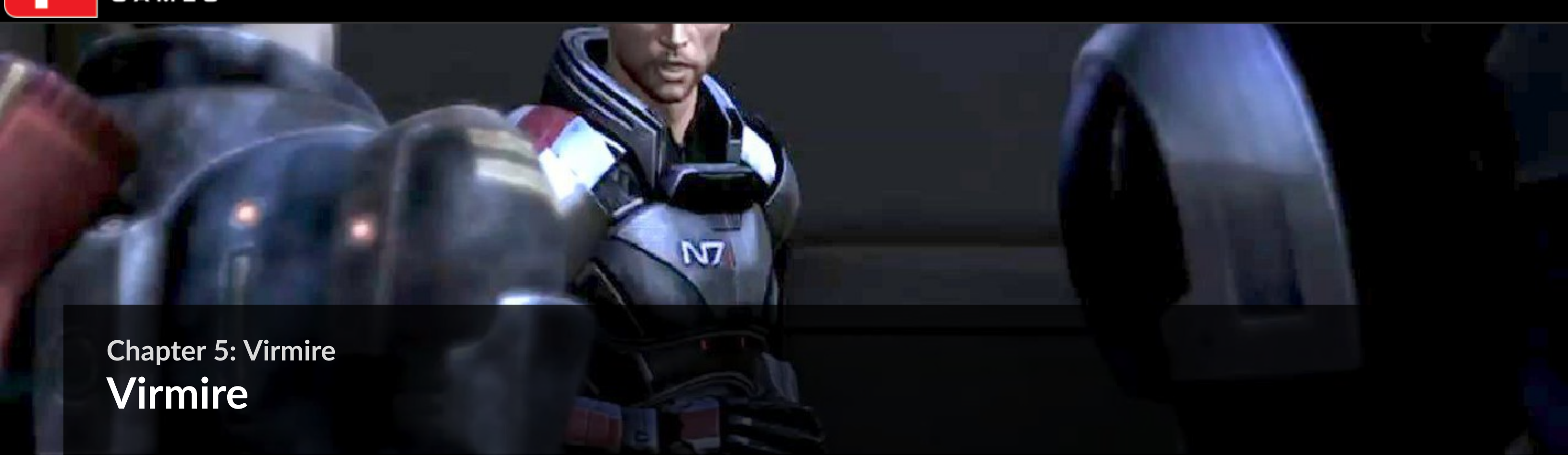
Note

As before, all crew members can be found in the same areas of the Normandy, and no new Codex entries are available through inspection of the ship. So we've left out her maps.

Normandy Codex Entries

Secondary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Aliens: Council Races	Asari: Biology	*Normandy* : Quarters	Dialogue	Liara	Must pursue relationship w/Liara
Aliens: Council Races	Turians: Biology	*Normandy* : Quarters	Dialogue	Kaidan	None
Aliens: Council Races	Turians: Government	*Normandy* : Engineering	Dialogue	Garrus	Must first complete Garrus: Find Dr. Saleon assignment
Ships and Vehicles	Space Combat: Planetary Assaults	*Normandy* : Engineering	Dialogue	Ashley	None
Aliens: Non-Council Races	Krogan: Military Doctrine	*Normandy* : Engineering	Dialogue	Wrex	Must first complete Wrex: Family Armor assignment



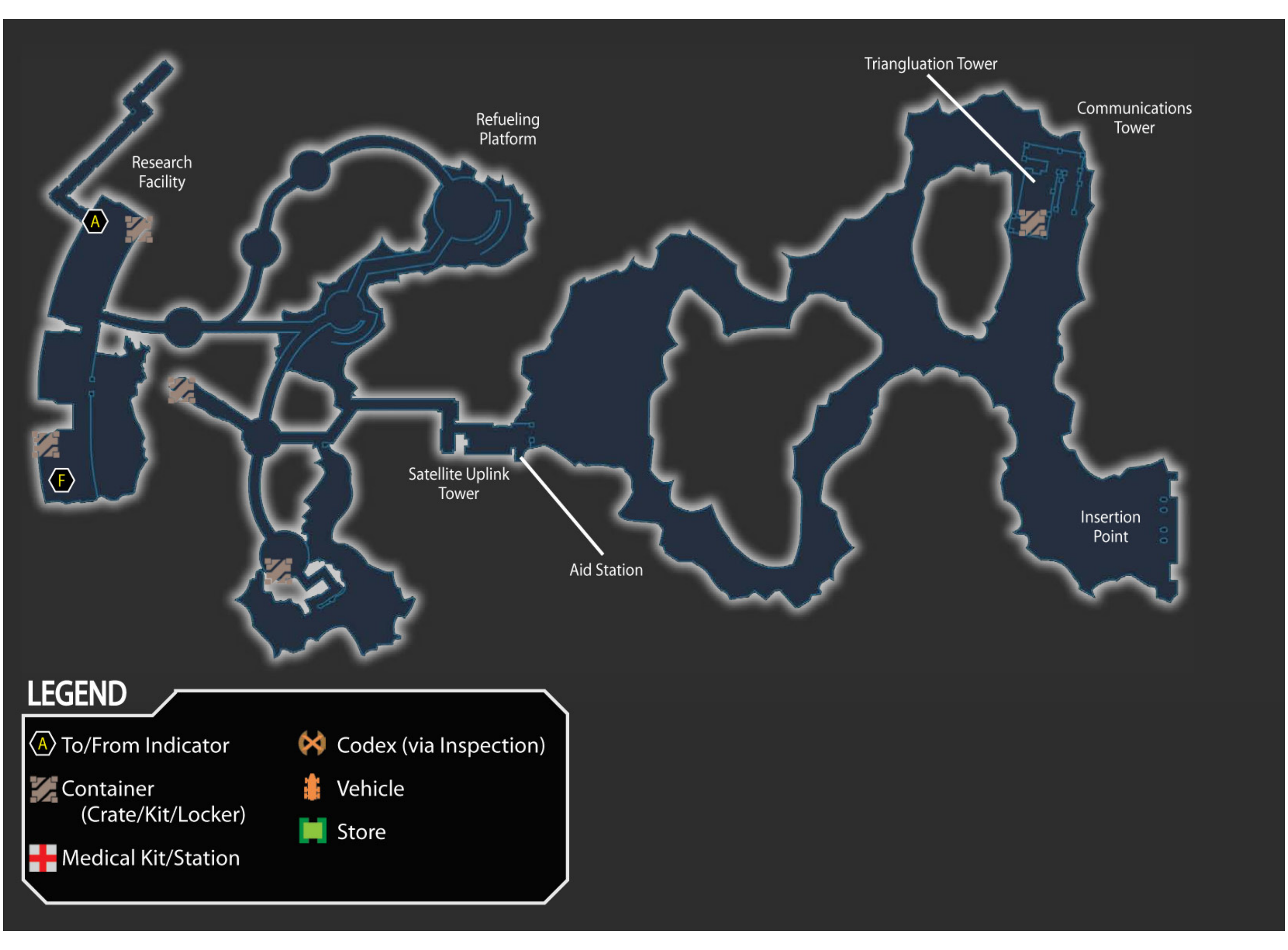
Chapter 5: Virmire

Virmire

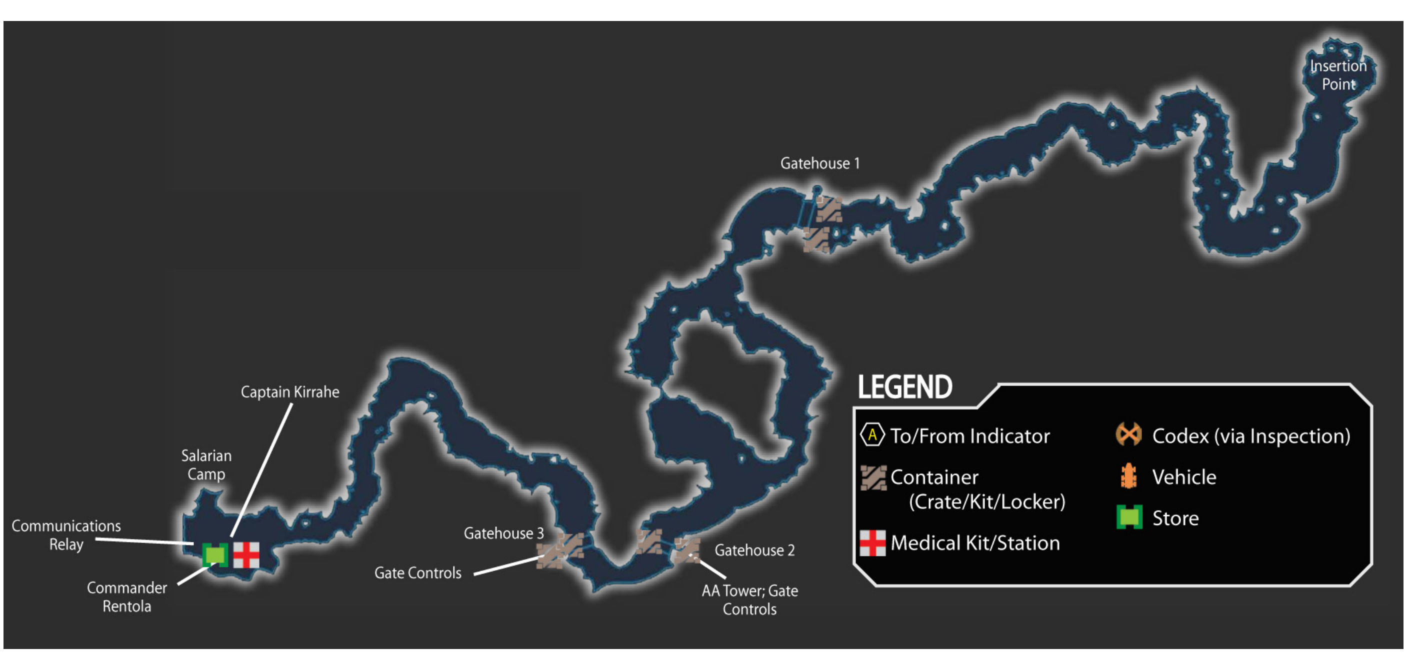
Virmire is a lush frontier world, ideal for colonization by carbon-based species. Its vast seas and orbital position on the inner life zone have created a wide equatorial band of humid, tropical terrain.

Unfortunately, the political instability of the nearby Terminus Systems has impeded colonization efforts, the high risk of raids by pirates and slavers makes it an unappealing homestead.

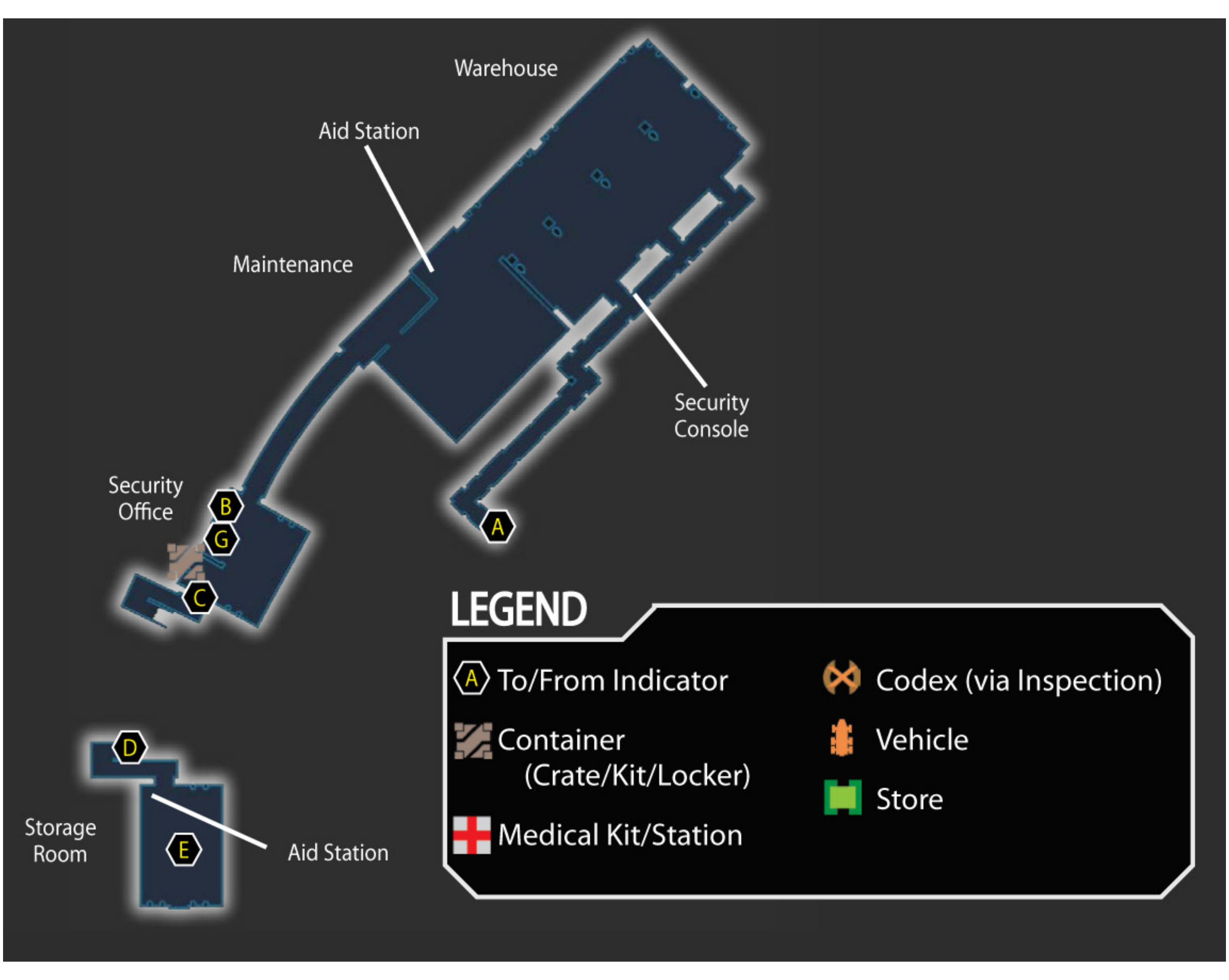
Virmire: Base Approach


Triangluation Tower
Communications Tower
Refueling Platform
Research Facility
A
F
Satellite Uplink Tower
Aid Station
Insertion Point
LEGEND
A To/From Indicator
Container (Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Vehicle
Store

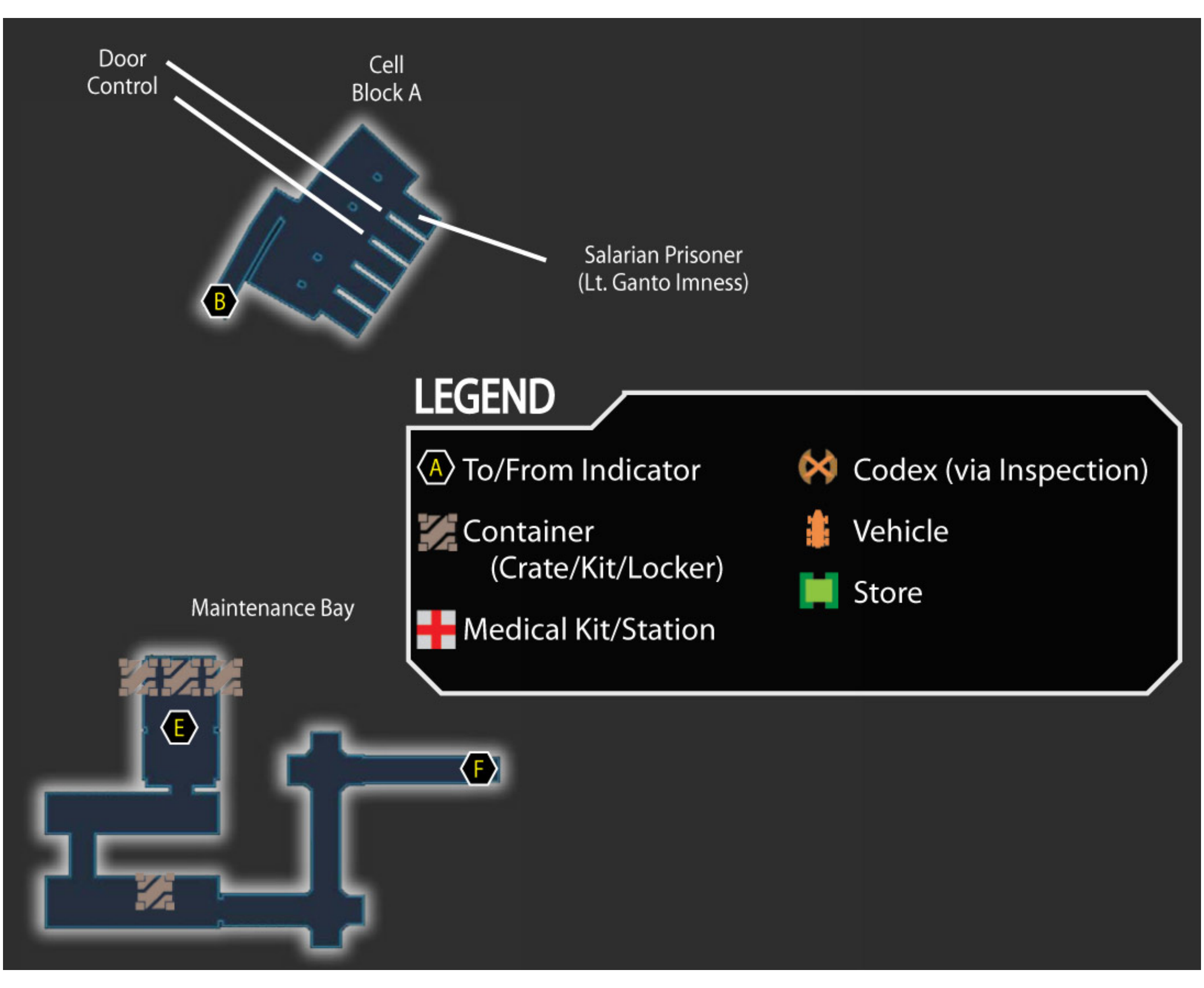
Virmire: Landing Zone


Insertion Point
Gatehouse 1
Captain Kirrahe
Salarian Camp
Communications Relay
Commander Rentola
Gatehouse 3
Gate Controls
Gatehouse 2
AA Tower; Gate Controls
LEGEND
A To/From Indicator
Container (Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Vehicle
Store

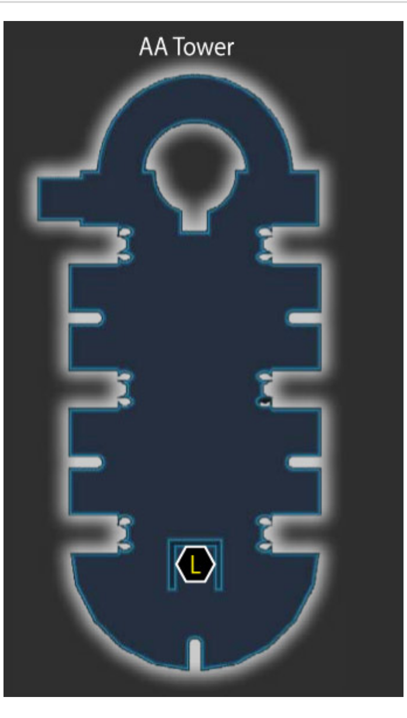
Virmire: Base Entry


Warehouse
Aid Station
Maintenance
Security Console
Security Office
B
G
C
A
D
Storage Room
E
Aid Station
LEGEND
A To/From Indicator
Container (Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Vehicle
Store

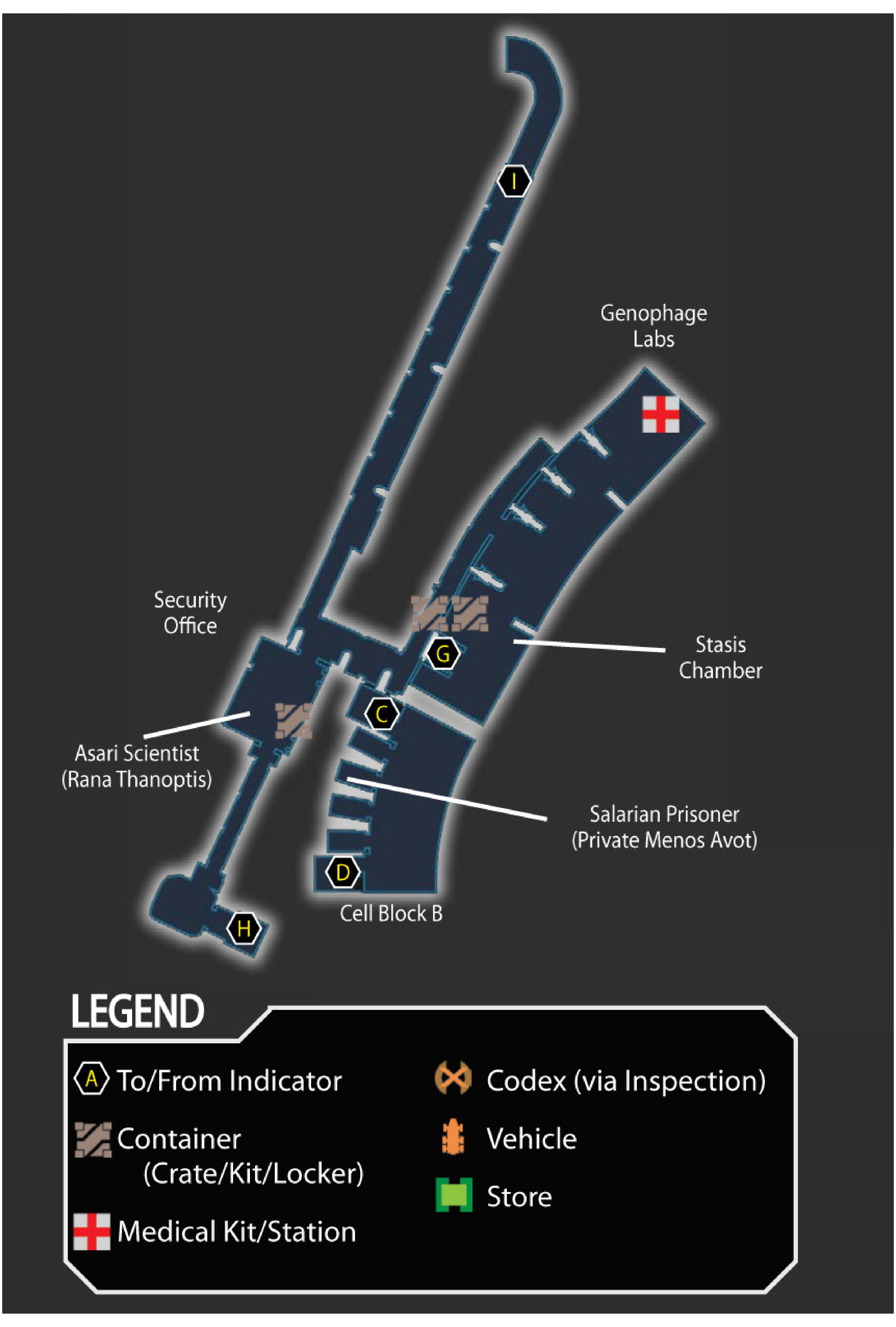
Virmire: Detainment Level


Door Control
Cell Block A
Salarian Prisoner (Lt. Ganto Imness)
B
LEGEND
A To/From Indicator
Container (Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Vehicle
Store
Maintenance Bay
E
F

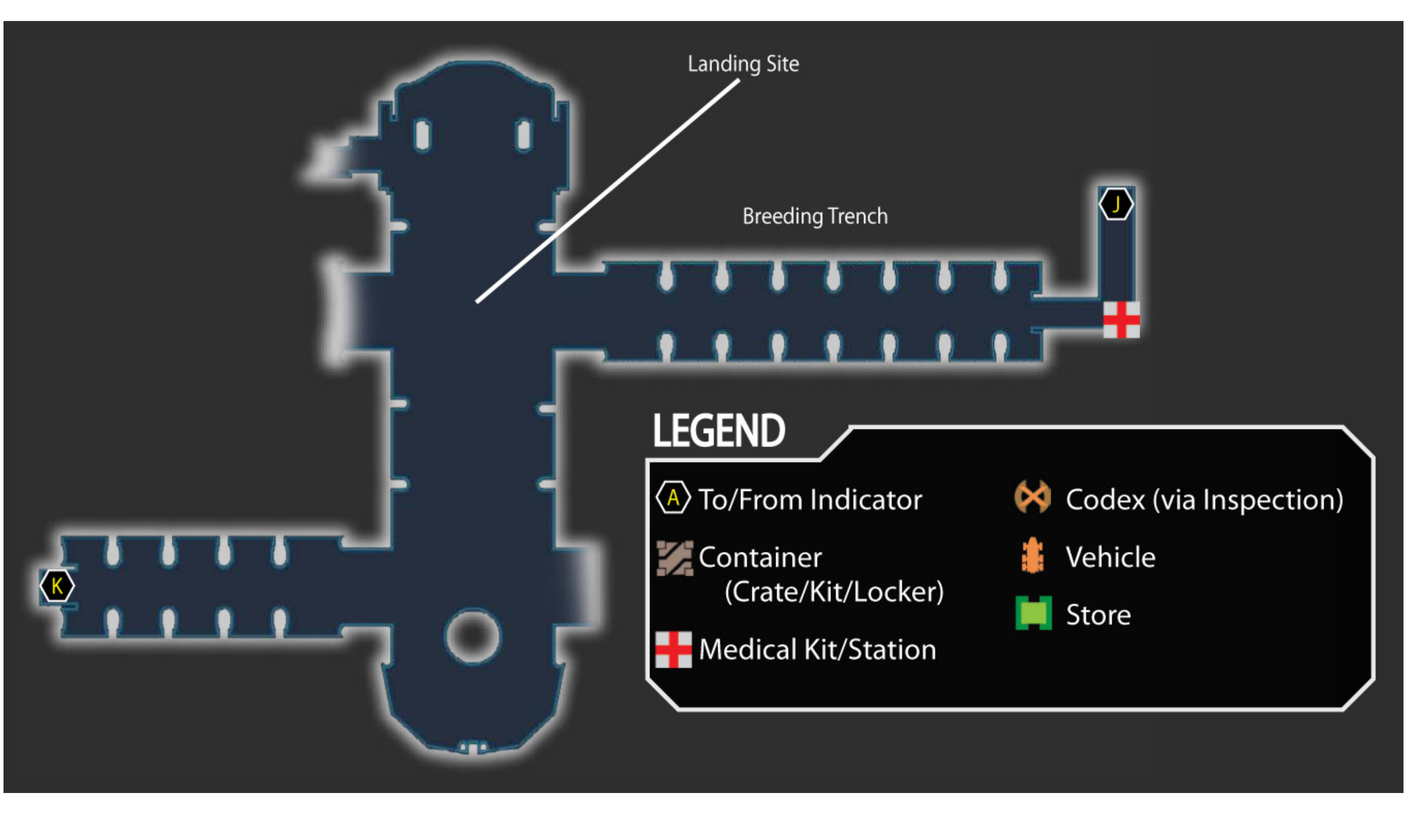
Virmire: AA Tower



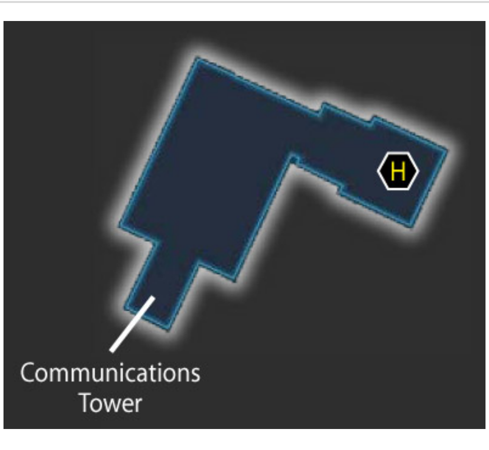
Virmire: Labs


I
Genophage Labs
Security Office
G
Stasis Chamber
C
Asari Scientist (Rana Thanoptis)
Salarian Prisoner (Private Menos Avot)
D
Cell Block B
H
LEGEND
A To/From Indicator
Container (Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Vehicle
Store

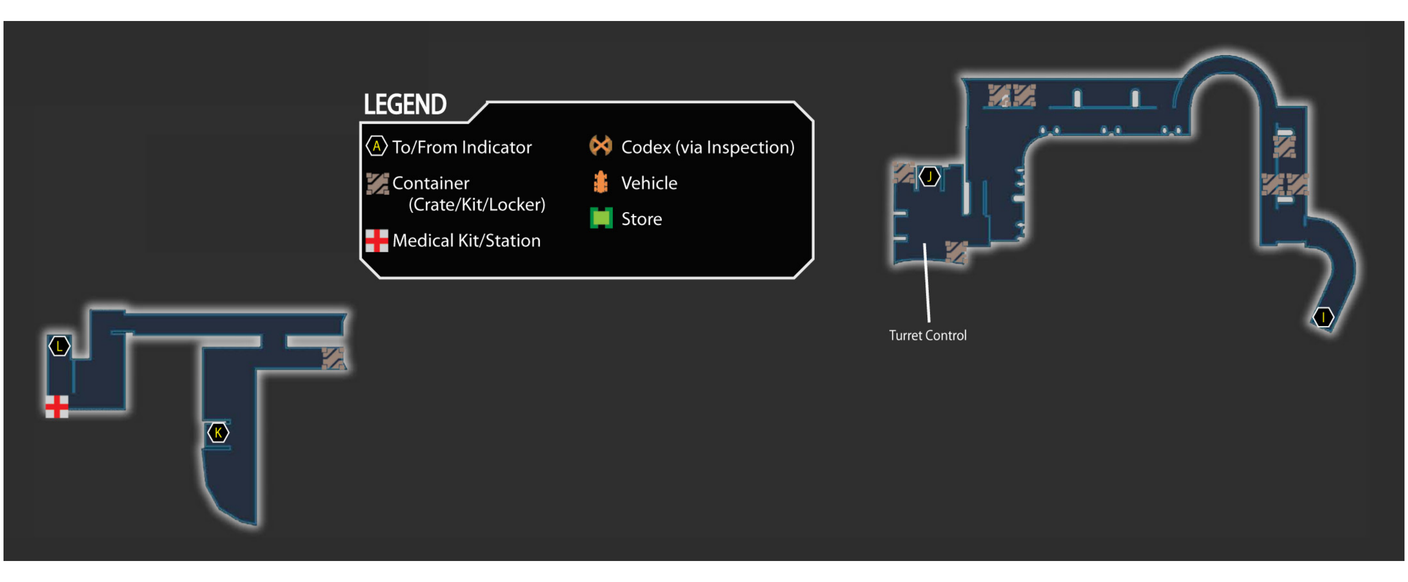
Virmire: Krogan Breeding Grounds

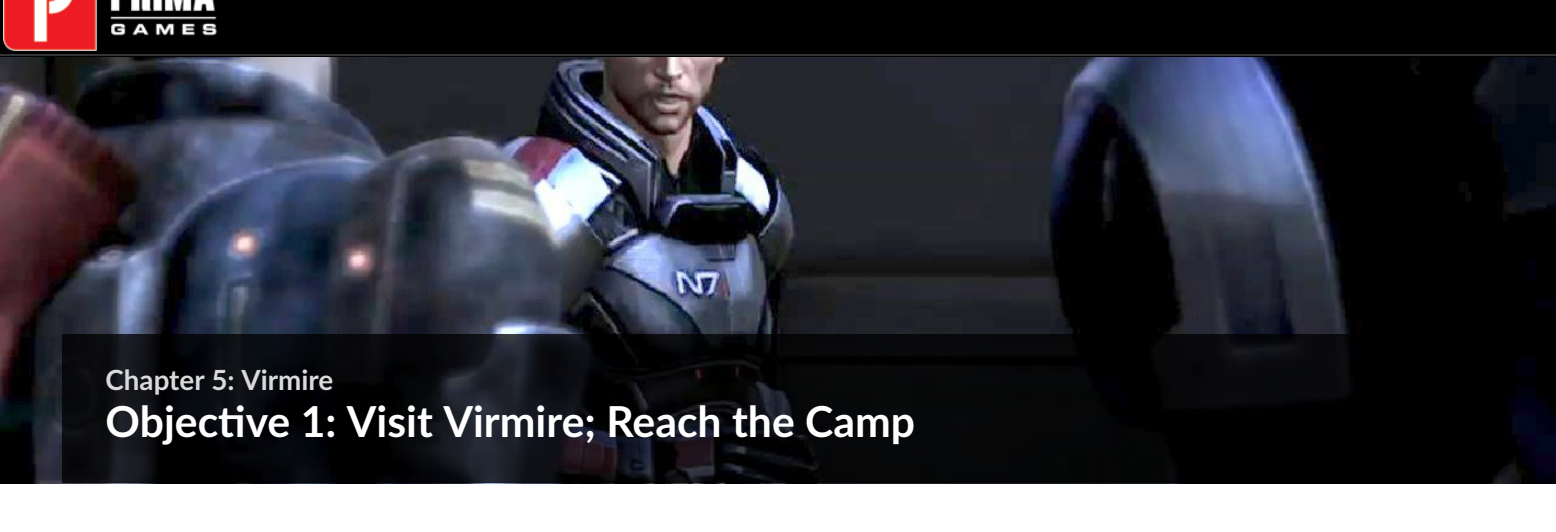

Landing Site
Breeding Trench
J
K
LEGEND
A To/From Indicator
Container (Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Vehicle
Store

Virmire: Communications Tower


H
Communications Tower

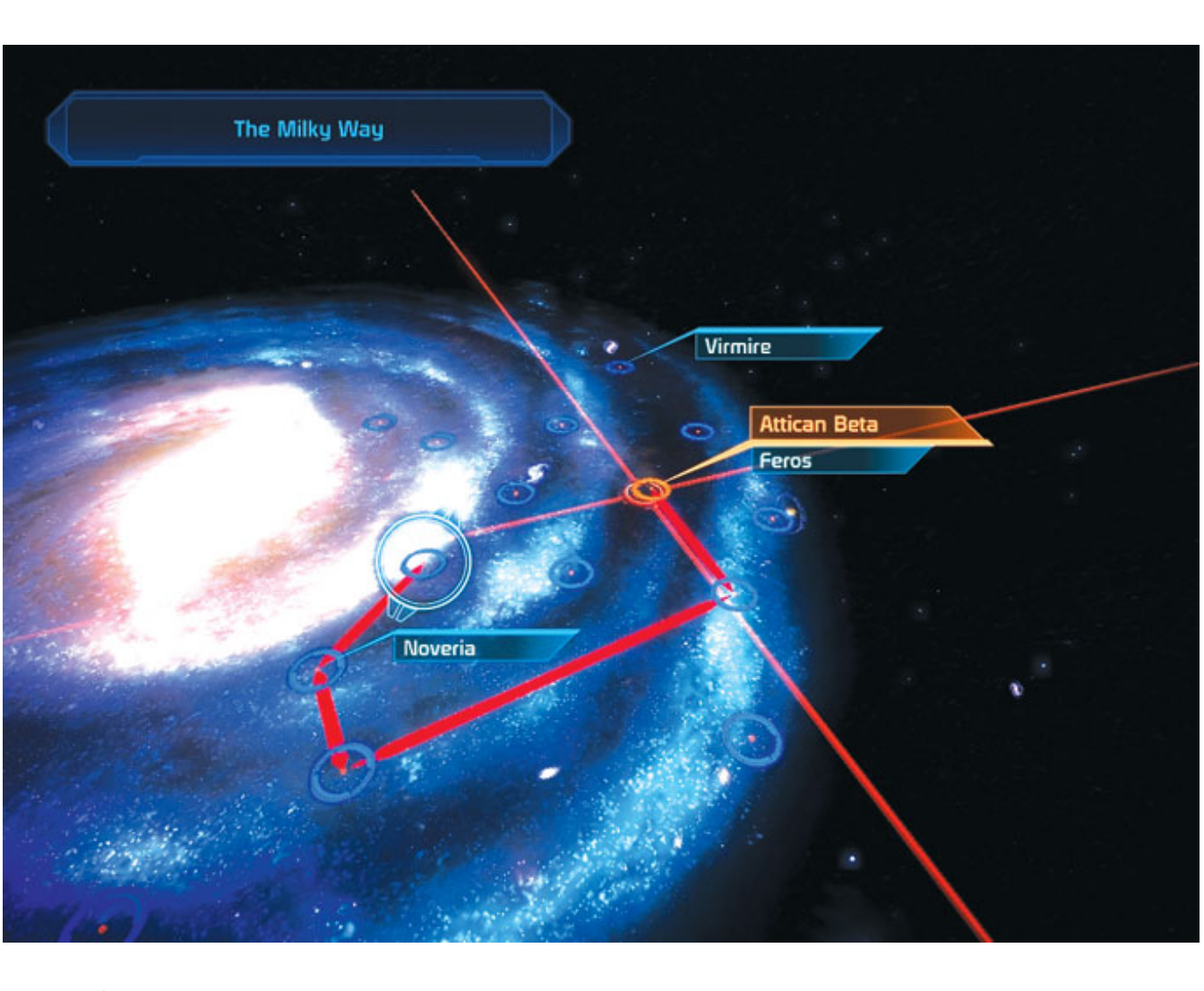
Virmire: Base Main Level


LEGEND
A To/From Indicator
Container (Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Vehicle
Store
J
Turret Control
I
L
K



Objective 1: Visit Virmire; Reach the Camp

Destination: Virmire



When you've finished exploring the *Normandy* and completed any active assignments you wish to fulfill, open the galaxy map and select the Sentry Omega cluster, labeled with a "Virmire" tag.

Select the Hoc system, also tagged "Virmire," then select planet Virmire as your destination when you arrive there. Then pick your away team.

Note

The Sentry Omega cluster does not appear on the galaxy map until you manage to complete two post-Citadel, plot-based worlds (Therum, Noveria, or Feros).

You therefore cannot visit Virmire until you've reached that point in the adventure.

Tip

You face heavy geth resistance all throughout Virmire. Pick a balanced squad with skill in both tech and biotics to help you combat these foes, and outfit your team's weaponry with anti-shield and anti-synthetic upgrades.

Virmire: Landing Zone

Sensors detect a powerful anti-air (AA) tower active near the Council's infiltration team. The *Normandy* can't make a direct approach, so Shepard's away team is deployed in the Mako to take out the AA tower instead.

The commander tells Joker to perform evasive maneuvers until the squad manages to bring the tower offline. Climb into the Mako and start rolling down the shoreline.

Caution

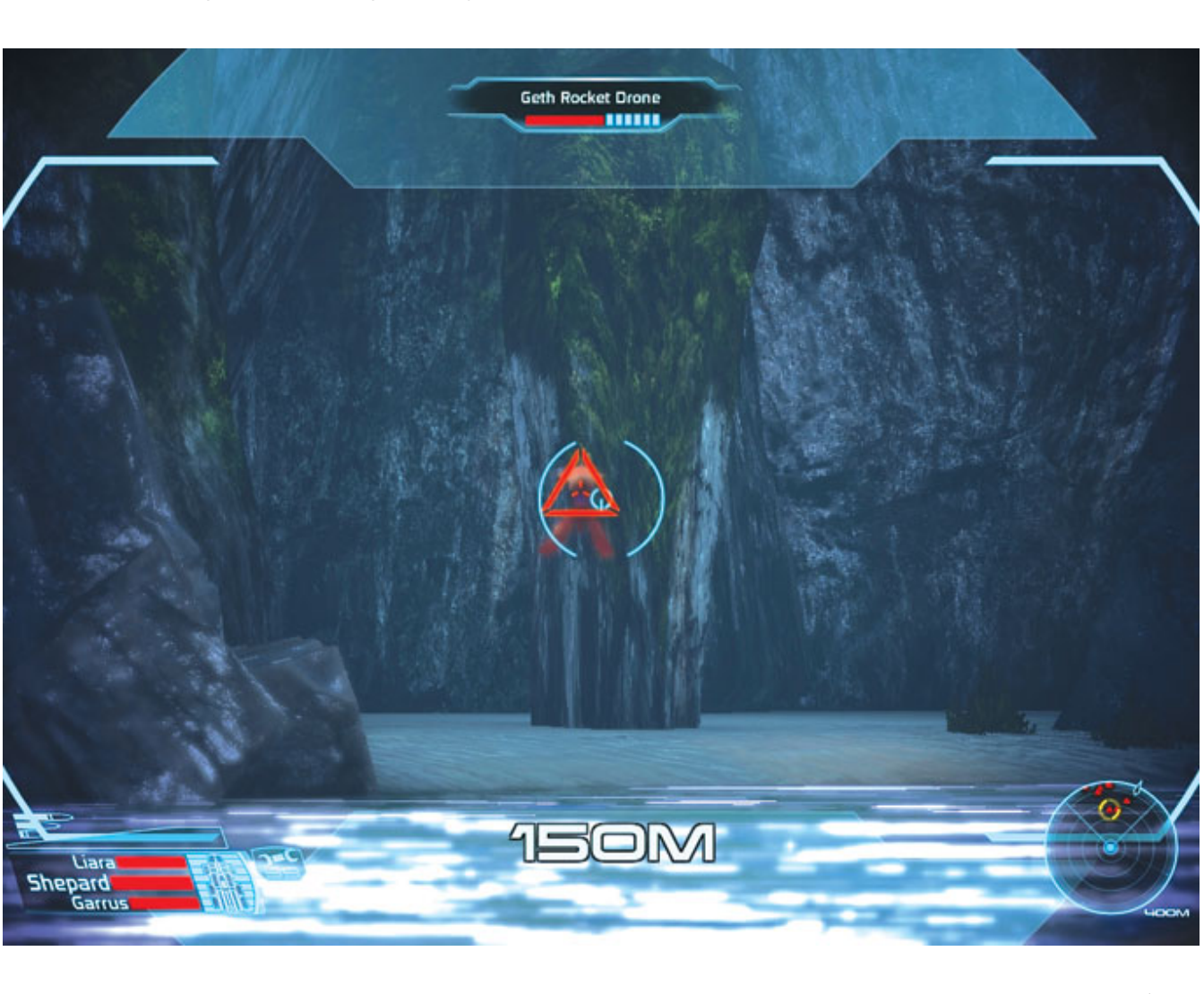
Steer clear of deep water; the Mako wasn't built for nautical ops.

Tip

Check the Squad menu when you get a chance and make sure your team's Talent Points have been allocated. Most of the action takes place in the Mako, but you'll need to venture out on foot once in a while.

It doesn't take long for the first batch of hostiles to register on the Mako's radar. Round the bend and take ranged shots at the many geth assault drones and rocket drones hovering about.

These initial enemies pose little threat, particularly the assault drones.



You encounter a few ground troops a short distance beyond, mostly rocket troopers. Use the radar to mark these enemies' locations and blast each one apart with the Mako's lethal cannon.

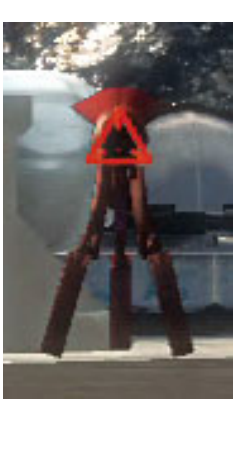
Caution

Remember to position the Mako sideways during ranged firefights so you can easily avoid inbound rockets and the like.

Tip

Ignore the odd crablike creatures you see along the shore. They're local wildlife and completely harmless.

Geth Rocket Drone



Rating: Elite

Resistances: Combat, Biotics (Physics Immune)

Weaknesses: Tech

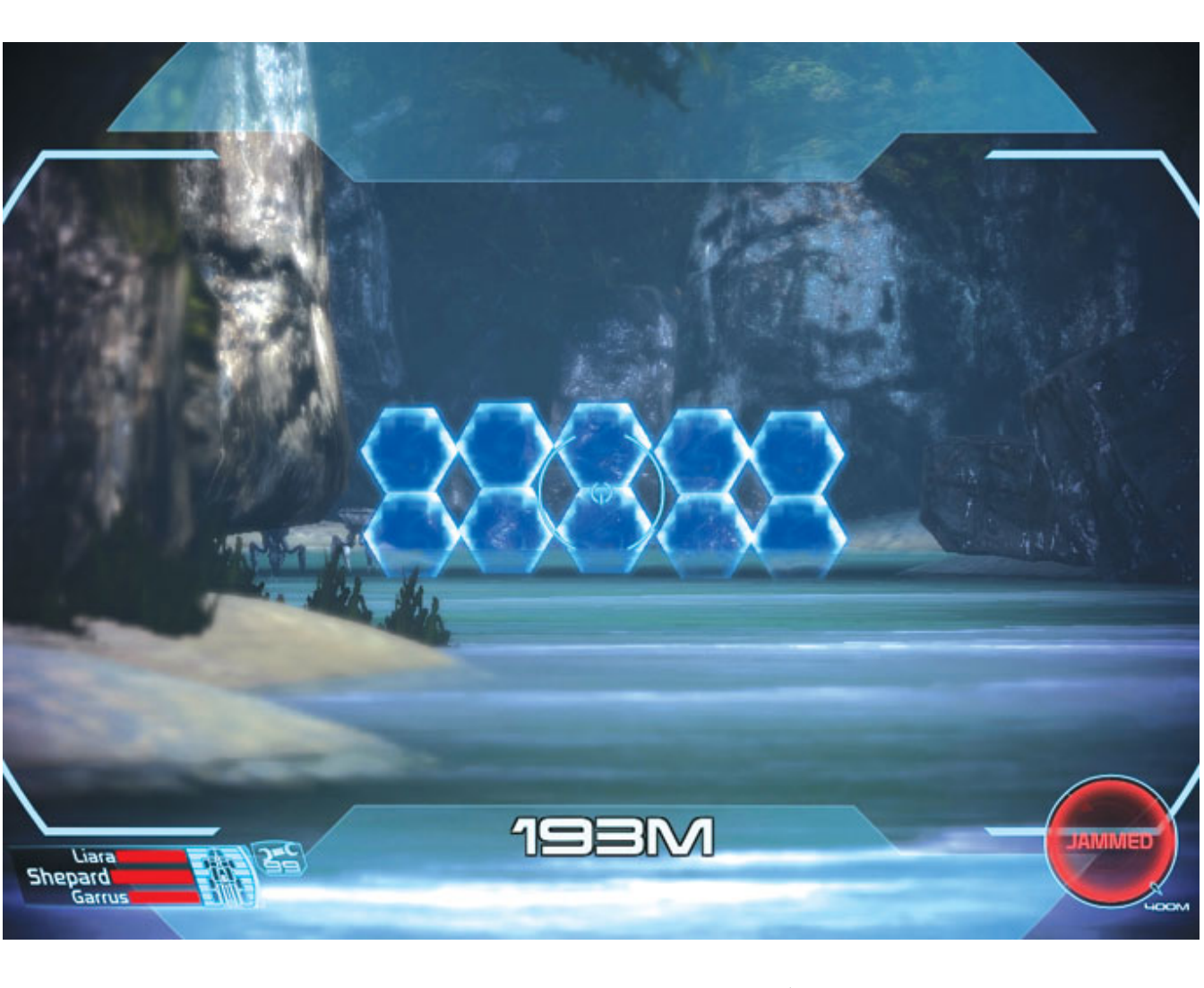
Powers:

- Disruption Rocket
- Hover

Rocket drones are similar to assault drones, except they employ two types of rockets instead of heavy rifle fire.

These machines are basically rocket troopers with the ability to hover about: They can fire fast-moving, direct-damage rockets, or slower ones capable of inflicting splash damage to nearby targets when they explode.

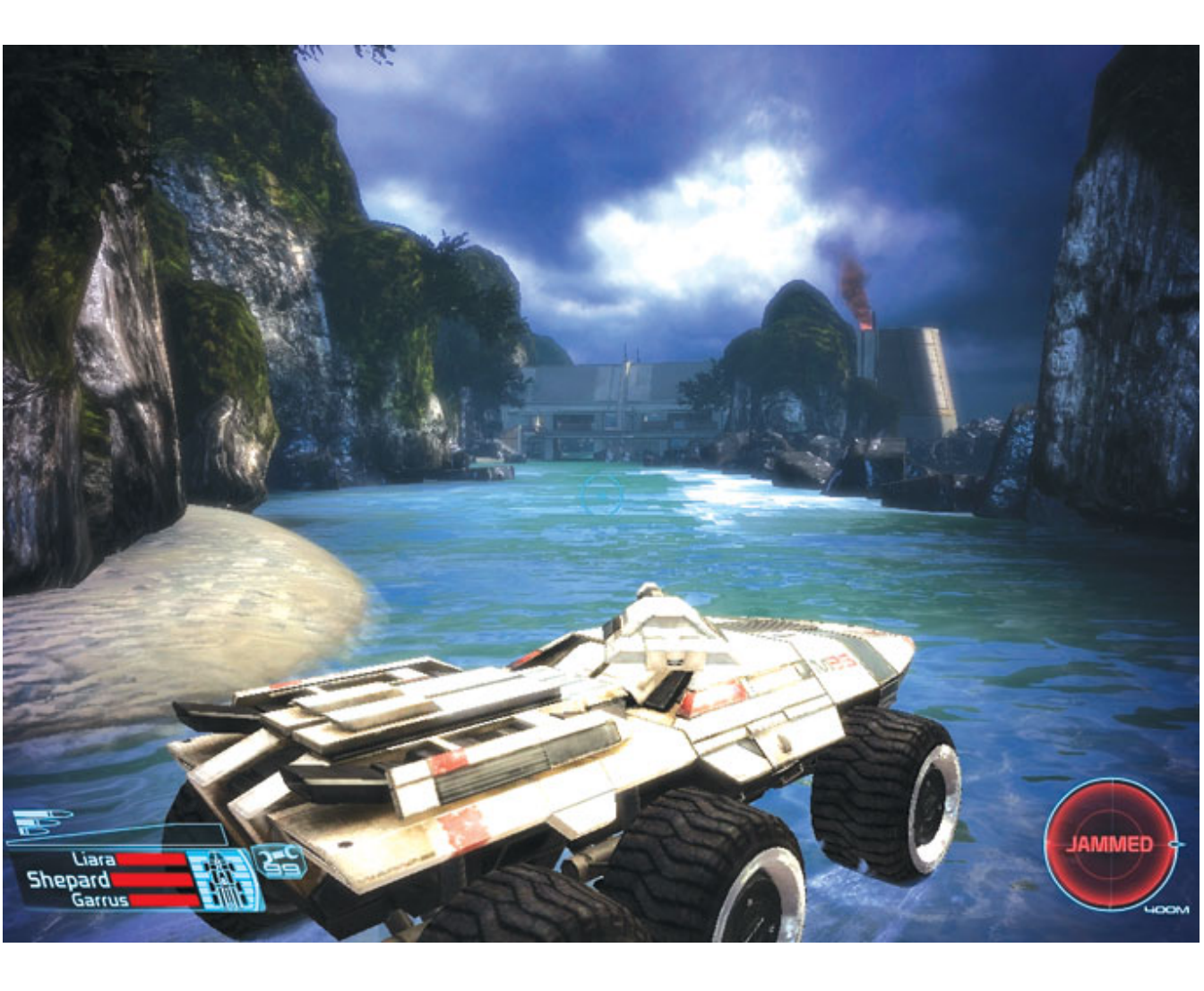
Like assault drones, rocket drones can utilize their entrench ability to gain additional shields at the cost of movement.



Your radar becomes jammed as you near the second gang of hostiles. Use the Mako's scope to help you view and fire on these enemies from afar.

Blast their networked barriers to destroy them all in short order. Take it nice and slow, and don't advance until you're certain the way is clear.

Gatehouse 1



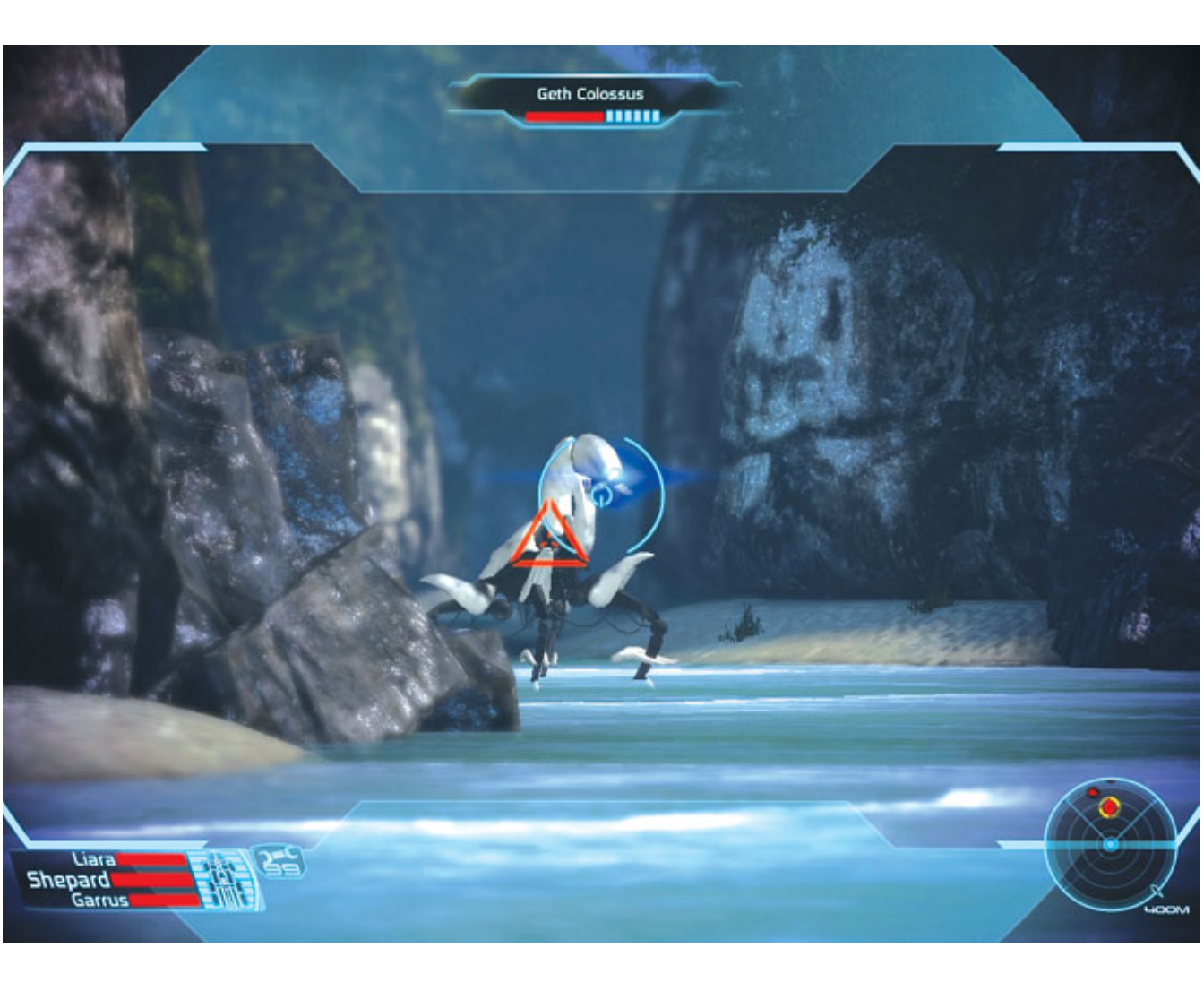
You soon come to a giant gatehouse fortified by geth forces. Keep back and use the left rock wall as cover. Roll out to take a shot or two, then quickly reverse to dodge inbound rockets.

Zoom in with the Mako's scope, watch for weapons fire to mark each enemy, and obliterate all geth forces before you advance past the gate.

Tip

Drive up to the gatehouse's stairwell and hop out of the Mako. Scale the steps and combat any enemies lurking atop the gate that can't be targeted by the Mako's cannon.

Enter: Colossus



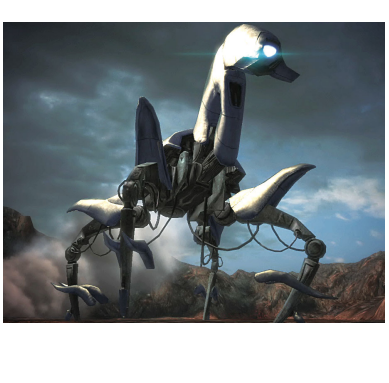
Just beyond the gatehouse, the crew encounters a massive armature-like creature called a **geth colossus** . This brute is a force to be reckoned with, but the left rock wall provides fantastic cover.

Roll out and take a shot or two at the colossus, then retreat behind the cliff just as you did when assaulting the gatehouse. Repeat this procedure until the mighty colossus finally falls.

Caution

Colossus pulse blasts are extremely powerful, even more so than the armature's. Strive to avoid them or suffer the consequences.

Geth Colossus



Rating: Boss

Resistances: Combat

Weaknesses: None

Powers:

- Siege Pulse

Colossi are massive walkers capable of incredible amounts of carnage. Think of them as advanced versions of the geth armature, more lethal in every detail.

Their Siege Pulse attacks are far more potent and must be avoided at all costs.

Their armor and shielding is second to none. Colossi are forces to be reckoned with and must be outmaneuvered in battle.

Tip

Although they're intimidating at first, geth colossi are easily handled one-on-one. Destroy all nearby support units, then drive straight into the colossus, and knock it over.

Reverse until you're able to fire on the colossus, then run the giant down a second time before it returns to its feet. Repeat until it's dead.

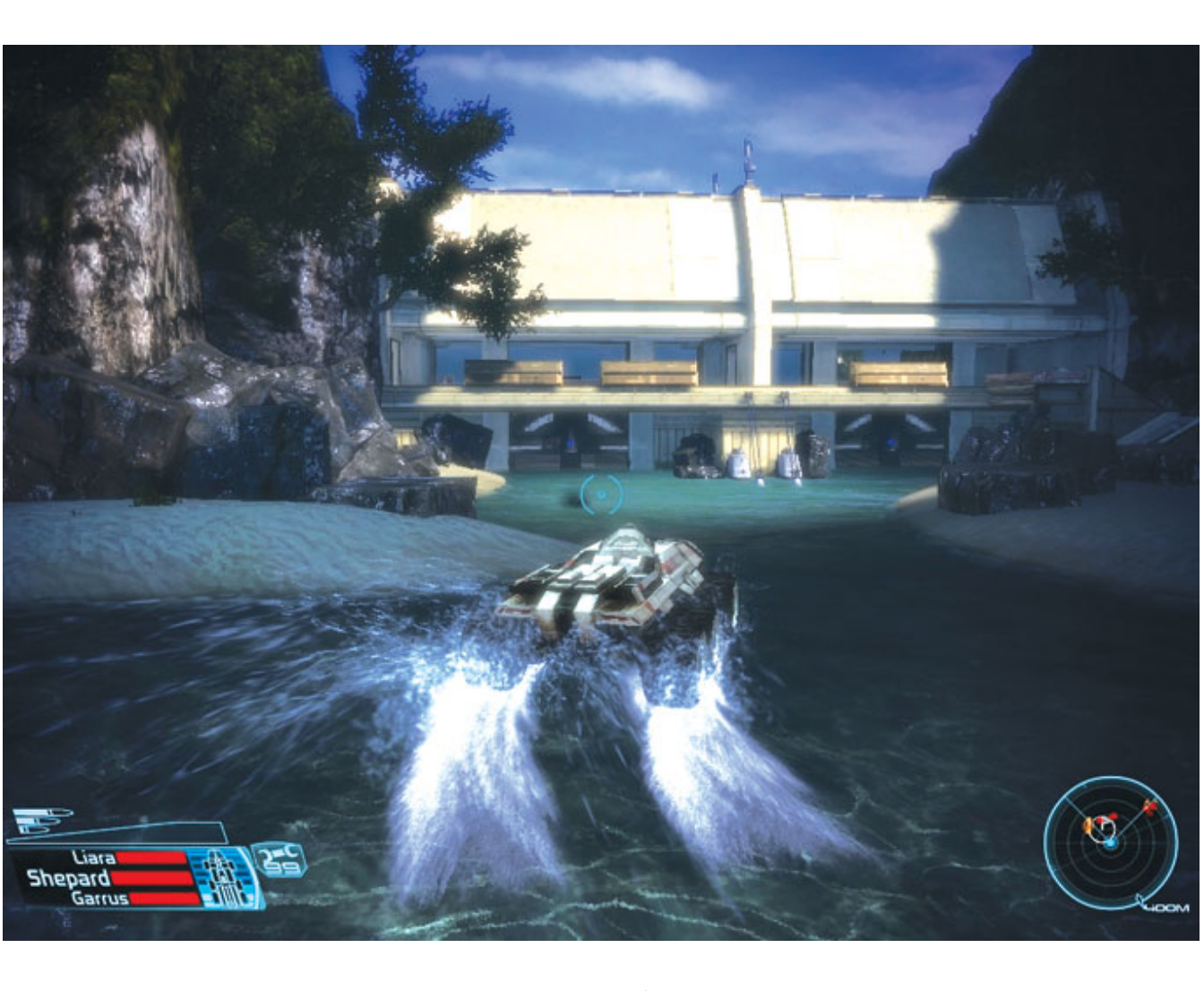
The trail forks just beyond the colossus. Each fork features another colossus that must be defeated, and a handful of armatures as well. Pick either branch and look to use the surrounding rock walls for cover as you've done before.

Tip

A narrow opening reconnects the forked trails at their far end. After venturing down one path, consider rolling up to assault the remaining colossus and armatures from behind on the other path.

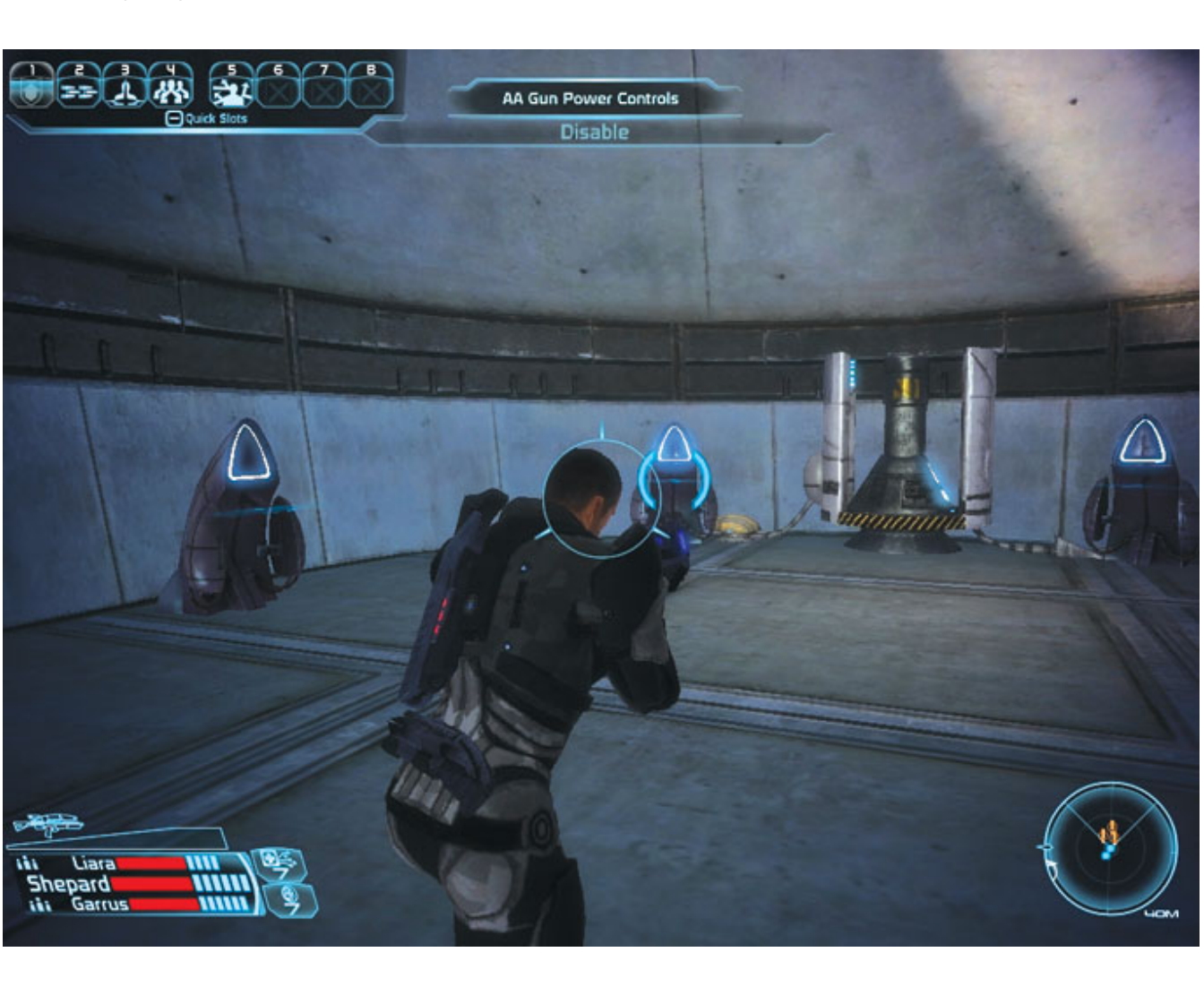
These enemies will quickly round and fire on you, but you'll gain additional XP and gear if you manage to destroy them.

Gatehouse 2



The trail reconnects with itself just before leading to the landing site's second gatehouse. This is where the AA tower is stationed.

Use the surrounding cliffs as cover and poke out to assault the gatehouse defenders. Advance as necessary and be quick to obliterate any troops that move to attack.



Inflict as much damage as you can in the Mako, rolling right up to the gate in an effort to lure the geth out of hiding.

Park near the gatehouse stairs afterward, climbing out and moving to assault the gatehouse on foot. Make a tactical approach, keeping close to cover and being wary of lingering defenders.

When it's clear, move to the gatehouse's far end, and utilize the **AA gun power controls** to disable the AA tower so the *Normandy* may land safely at the Council infiltration team's campsite.

Then activate the nearby **gate controls** to raise the lower gate so your squad may proceed in the Mako.

Tip

Loot the CRATE and WEAPON LOCKER inside the gatehouse for valuables.

Gatehouse 3

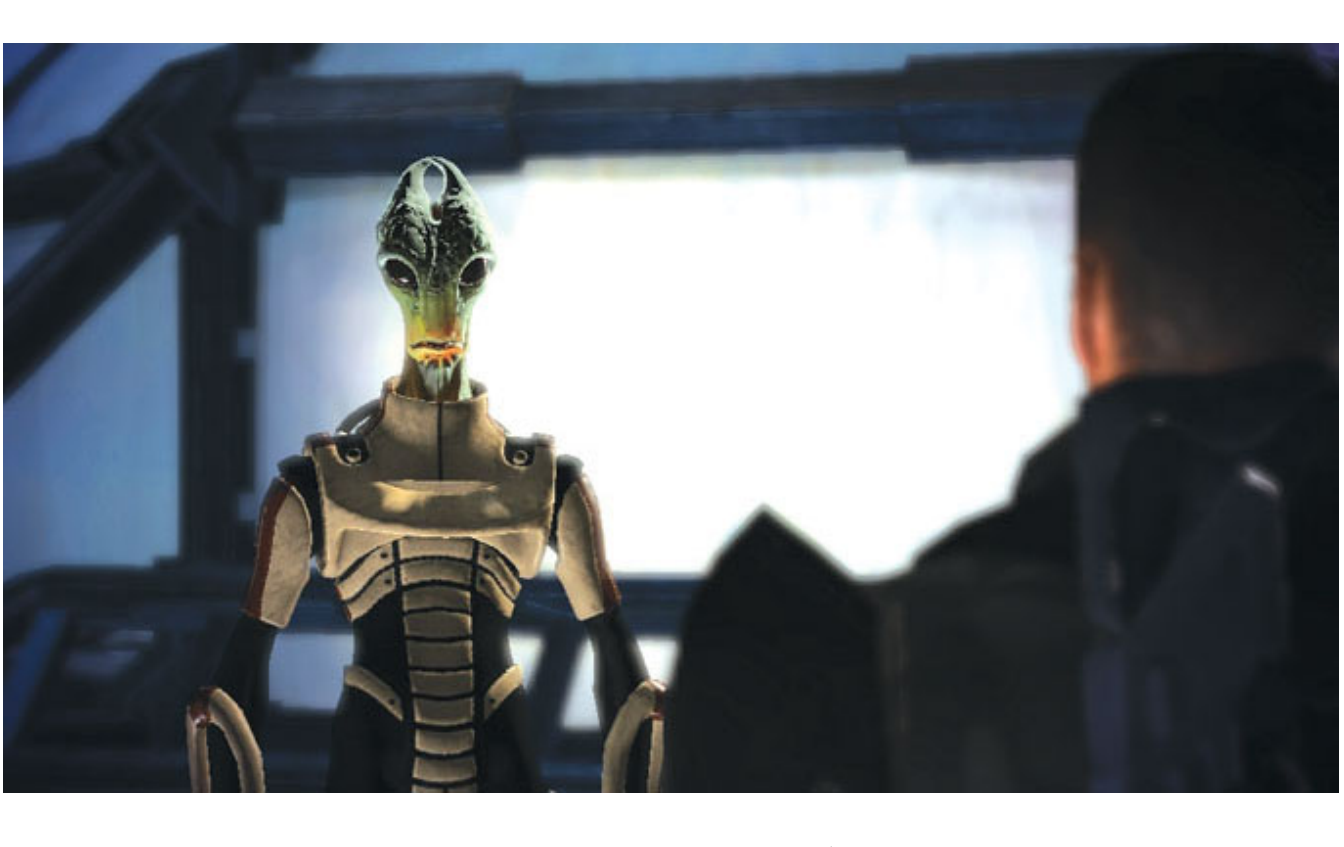
The third and final gatehouse stands just beyond the second. Employ the exact same tactics as before: thin the geth forces in the Mako as much as possible before you strike out on foot to secure the gatehouse.

Work with your squad to secure the station and then use the **gate controls** to raise the lower gate. Next, loot the area, then return to the Mako and proceed to the campsite ahead.

Tip

If your squad encounters heavy geth forces inside the gatehouse, fall back to the Mako and use its weaponry to gain an advantage.

Infiltration Team Campsite



Arriving at the campsite at last, Shepard finally gets his first look at the Council's infiltration team: a crew of salarians led by one Captain Kirrahe.

Speak with Kirrahe to learn that his team has discovered one of Saren's research bases here on Virmire.

Apparently, the base is heavily fortified by geth forces. The salarians haven't actually seen the rogue Spectre himself, but are certain this is the site of his primary base.

Kirrahe informs Shepard that Saren's using his base to breed an army of krogan. This piques Wrex's attention, who asks how such a feat could be possible.

Kirrahe says Saren must have developed some sort of cure for the genophage, the horrible weapon used against the krogan race to quell the Krogan Rebellions more than 1,000 years ago.

If Saren has truly developed a cure, he could quickly amass a krogan army capable of conquering the galaxy as they nearly did before.

Glossary: Genophage

The genophage was a biological weapon created by the salarians and used by the turians to end the Krogan Rebellions.

It altered the genetic code of the krogan so that fewer than one in 1,000 krogan pregnancies result in viable offspring.

Shepard and Kirrahe agree: Saren's base must be annihilated to end the potential krogan threat. Naturally, Wrex doesn't see it that way.

His people are dying, and Saren's cure could save them. Becoming agitated, the krogan warrior storms off before he can say something he might regret.

Kirrahe tells Shepard he needs time to meet with his team and come up with a plan. He invites Shepard to speak with Commander Rentola in a nearby tent if the Spectre seeks supplies.

When the dialogue concludes, you're free to speak to Wrex and explore the campsite. When you're ready to move on, simply speak with Captain Kirrahe a second time.

Note

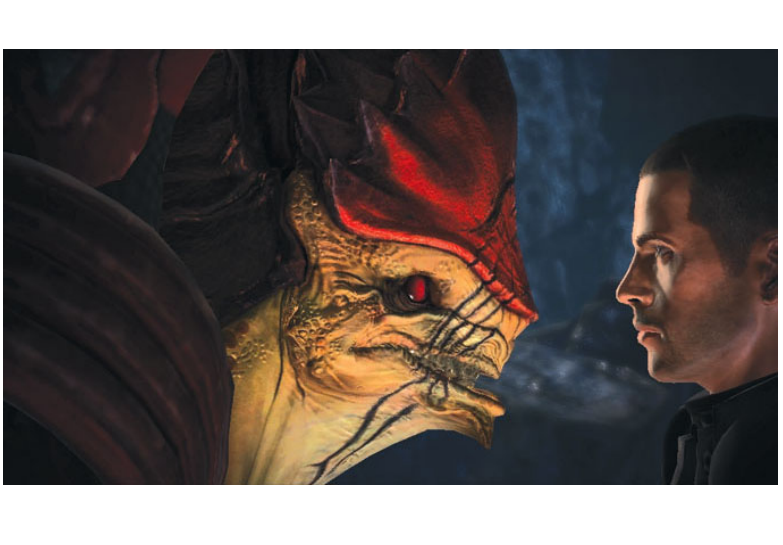
The salarian campsite features a few objects that can only be examined if Shepard's Decryption Talent is high enough.

You have no squad mates at present, so only Shepard's own skill level is considered. You're unable to interact with these objects if Shepard's Decryption Talent is lacking.

Dealing with Wrex

Speaking with Wrex is a very interesting discussion—one that can earn you a massive amount of XP and morality points if you've been devoting Talent Points to Charm or Intimidate.

Even if you haven't, you'll be able to persuade the krogan in this special dialogue if you've previously completed the Wrex: Family Armor assignment.



Choose Paragon answers to advance the dialogue in a somewhat civil tone. When Wrex pulls his weapon, you must persuade the krogan to end the situation without bloodshed.

Doing so earns a tremendous amount of morality points and unlocks a special Xbox Live Achievement. (This achievement can also be gained near the end of the adventure by persuading a different character.)

If you're unable to Charm or Intimidate Wrex, either you or another member of your squad will resolve the situation...by any means necessary.

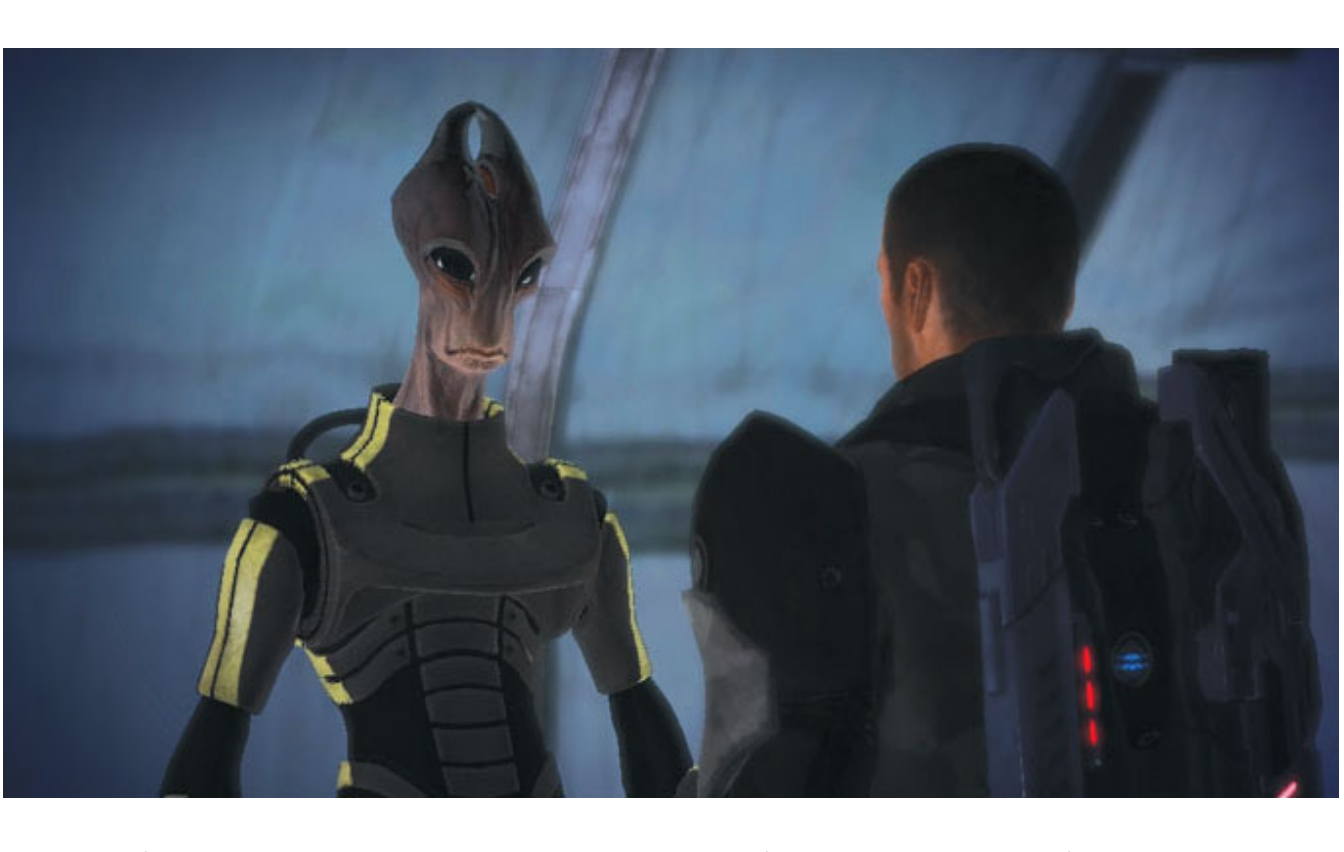
Even this earns you a modest amount of Renegade points, but the price is high: your squad loses a valued member.

After the struggle, you can earn a fair amount of Paragon points by expressing regret over the loss of such a valued comrade.

Achievement Unlocked:

Charismatic

Commander Rentola

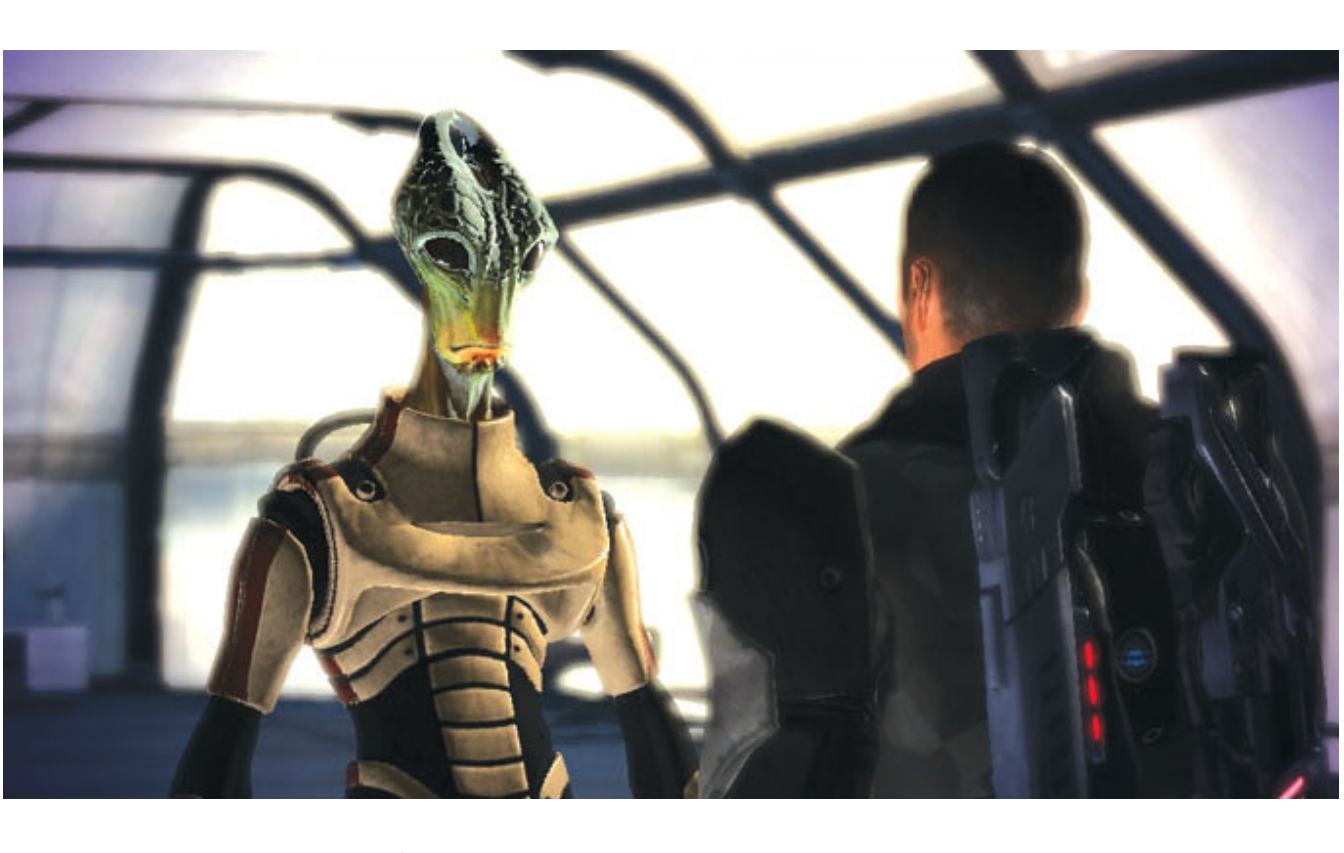


Heed Kirrahe's suggestion and make a quick visit to Commander Rentola's tent to browse the salarian's stock of supplies.

The commander is obviously displeased with the current situation. His team had been expecting the Council to send a fleet to assist them.

Nevertheless, he does have a few items to sell. Purchase all that you can. The geth and krogan at Saren's base are sure to be quite a handful.

Kirrahe's Plan



Speak with Captain Kirrahe when you're ready to move on.

The salarian has come up with a remarkable plan: he'll use his ship's drive core as a small nuke, which is easily capable of destroying Saren's facility if detonated in the proper location.

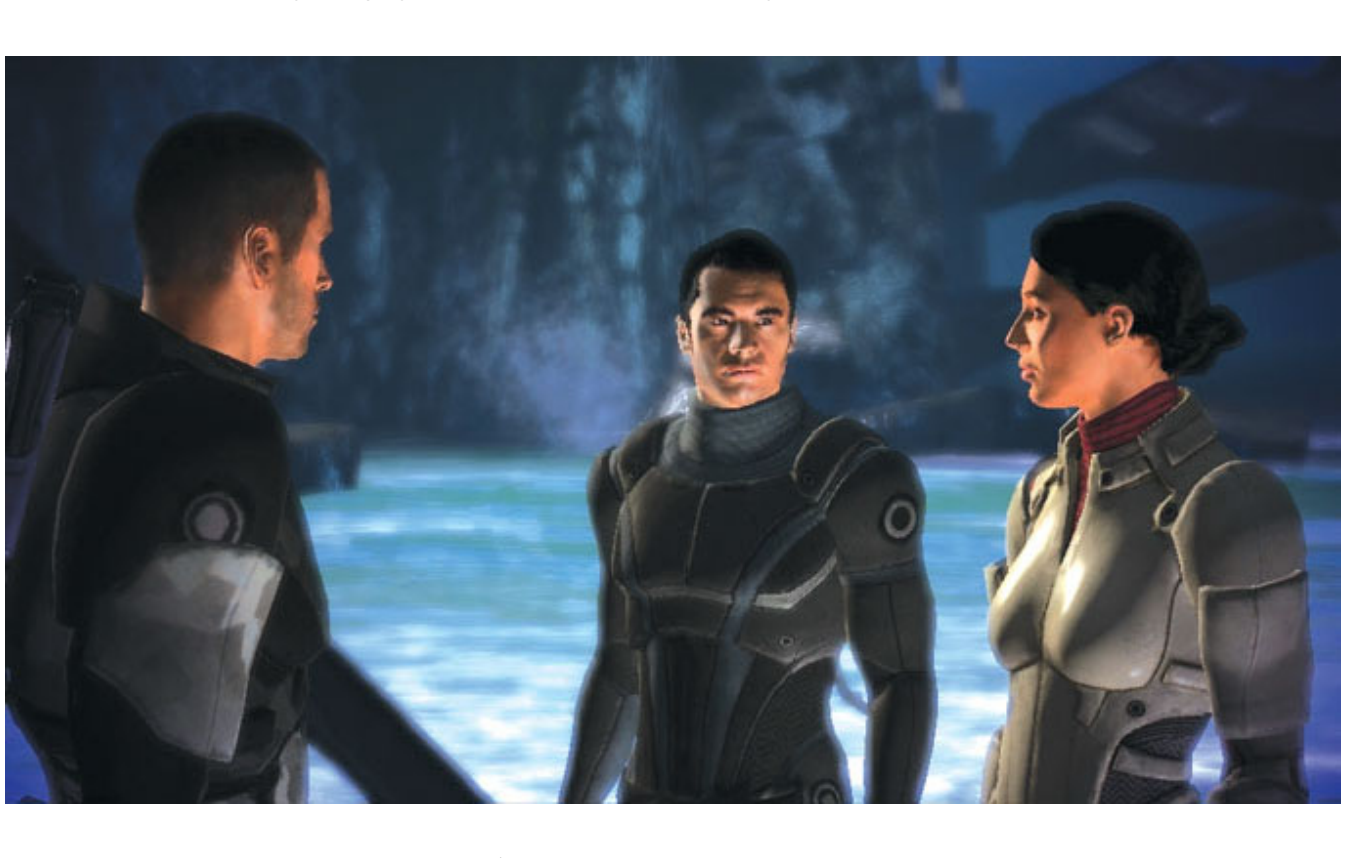
Unfortunately, the makeshift bomb must be brought to the heart of the compound, and it's too big to carry. It must be deployed by air via the *Normandy* .

Saren's base is well fortified, so a team will need to infiltrate the base and disable all the defenses.

Kirrahe's scheme is crazy enough to work, but it risks significant losses. The salarians plan to divide themselves up into three assault groups tasked with attacking the front of the base and keeping its defenses occupied.

As the salarians throw themselves against the facility's frontal armaments, Shepard will sneak a "shadow team" in through the rear to disable the AA weaponry.

This will allow the *Normandy* to deploy the salarian's nuke and extract any survivors.



Unfortunately, Kirrahe requires one of Shepard's crew members to lead one of his assault teams. You must choose who will accompany the salarians on their risky op: either Kaidan or Ashley must go.

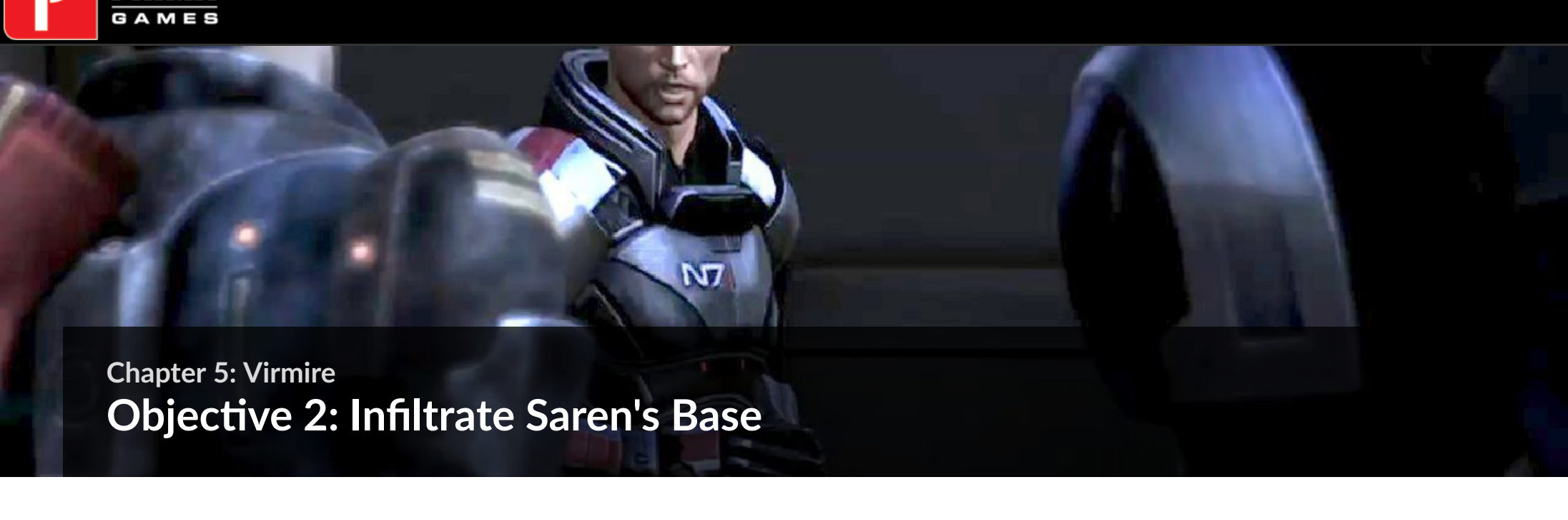
Pick whichever crewmate is less likely to be of value to your own squad, then question Kirrahe about the mission to gain more insight, along with a few new secondary Codex entries.

Tip

Kaidan's tech and biotic abilities make him a good addition to your team if you're playing a default (Soldier specialization) Shepard.

Ashley's a straight-up Soldier, so you might want to bring her instead if you're playing a less combat-oriented hero.

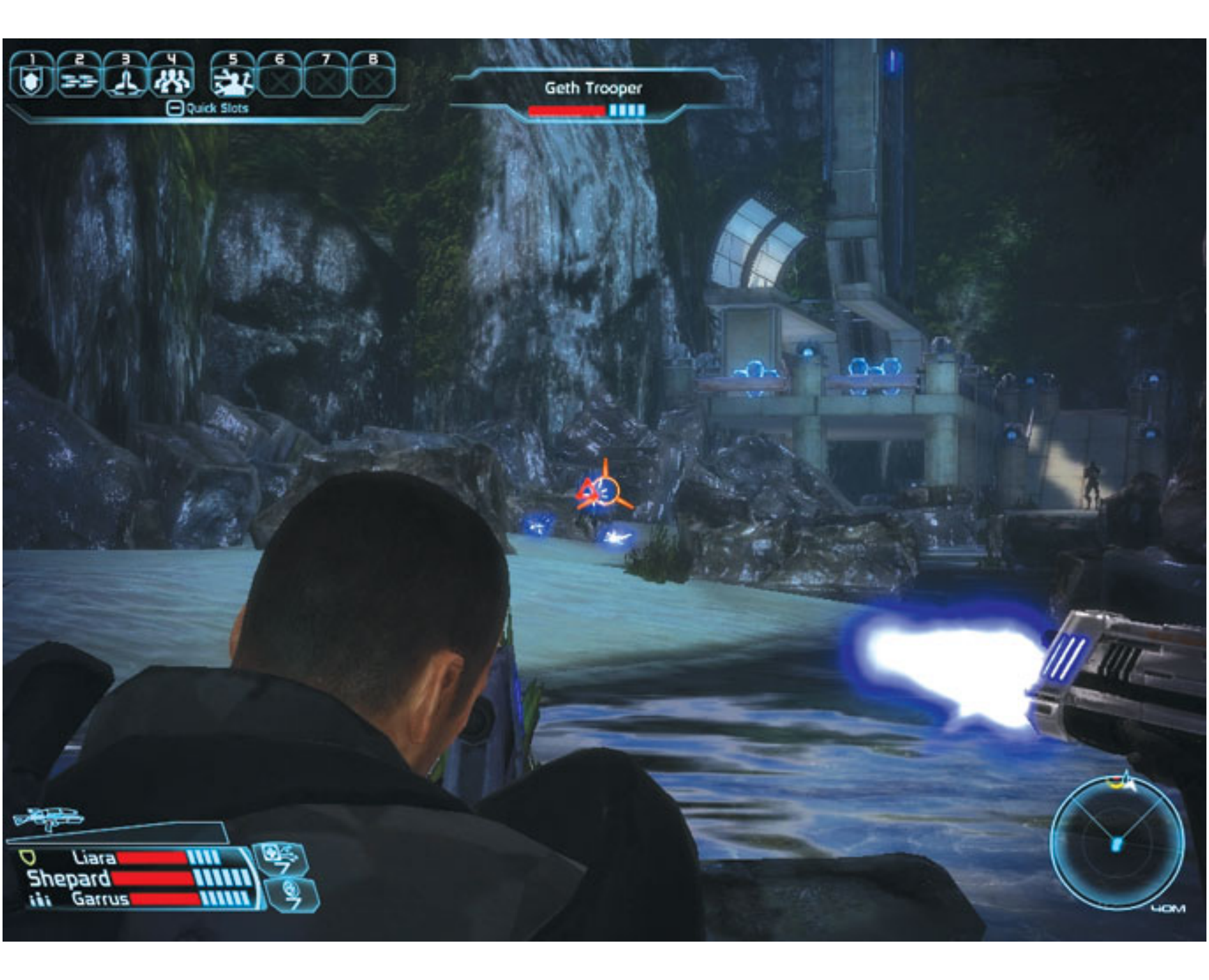
No matter who you choose to take, make sure to equip your squad with anti-shield and anti-synthetic weapon upgrades. Saren's compound will be crawling with geth.



Chapter 5: Virmire

Objective 2: Infiltrate Saren's Base

Virmire: Base Approach



Kirrahe gives a rousing speech and the teams deploy without further ado. Upon arriving at your team's approach site, begin moving north to assault the geth forces stationed near the northeast communications tower.

Shock troopers fire on you as you advance along the watery trail. Use the fallen rocks as cover, crouching to press Shepard's back against them as you return fire.

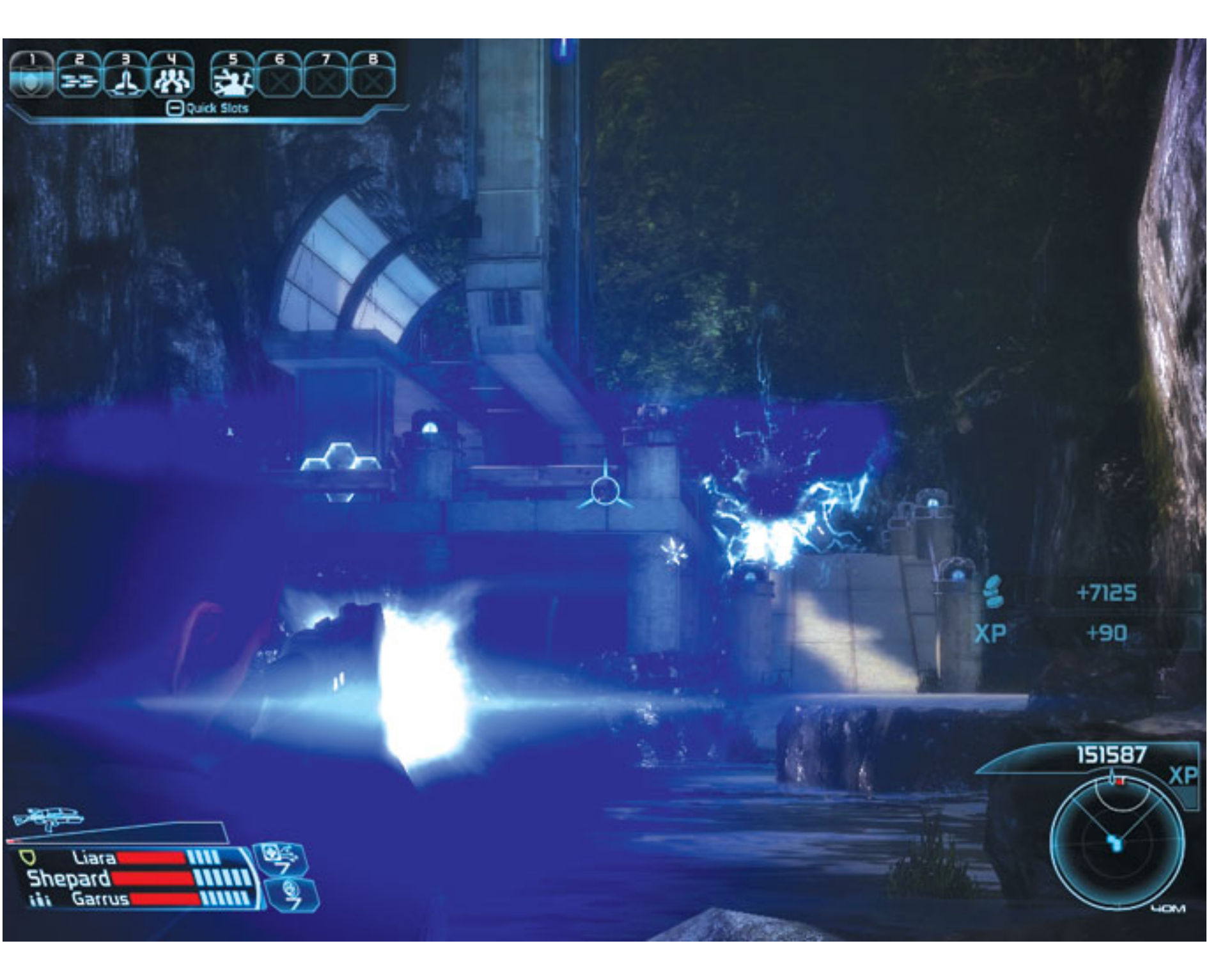
Note

You can assist Kirrahe's teams (and by extension, your crewmate who's leading a salarian team) in a number of ways while making your initial approach to Saren's base.

These brief side tasks are all tied to the Virmire: Assisting Kirrahe's Team assignment, and they're quite easy to fulfill. We'll guide you through satisfying these optional objectives as you approach Saren's base.

If you're not interested in assisting the salarians, simply push westward, taking the most direct trails toward Saren's compound.

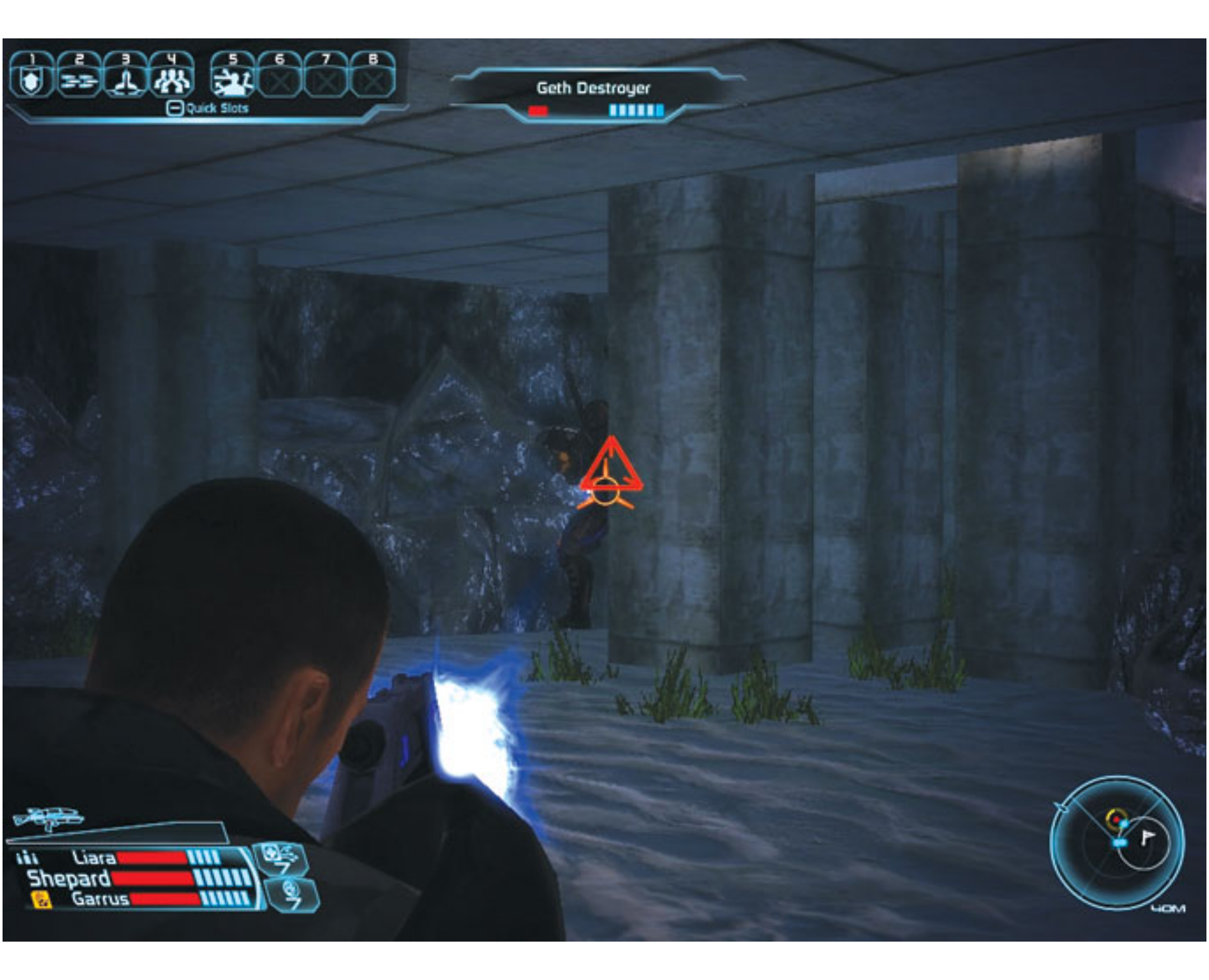
Assaulting the Comm Tower



Advance on the communications tower when it's safe to do so. Again, use the fallen rocks as cover while firing on the base's defenders. Kill all geth on the walls and then move to infiltrate the base itself.

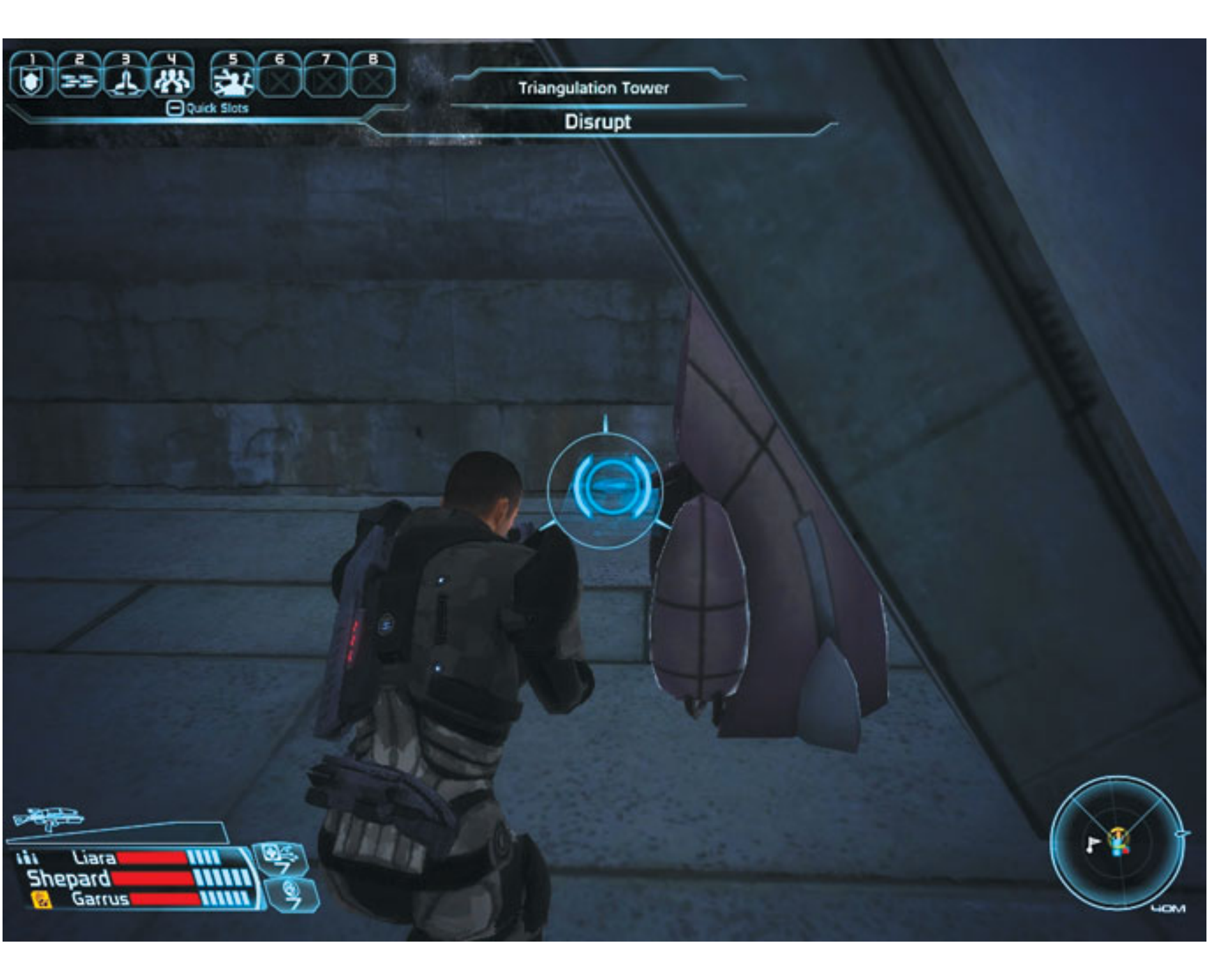
Caution

The comm tower is defended by several snipers and a destroyer.



You may also assault the base from the rear by looping around the western trail. You face a few geth troops along the way, but there's plenty of cover to utilize as you combat them. Picking off the comm tower defenders is a bit easier through this approach.

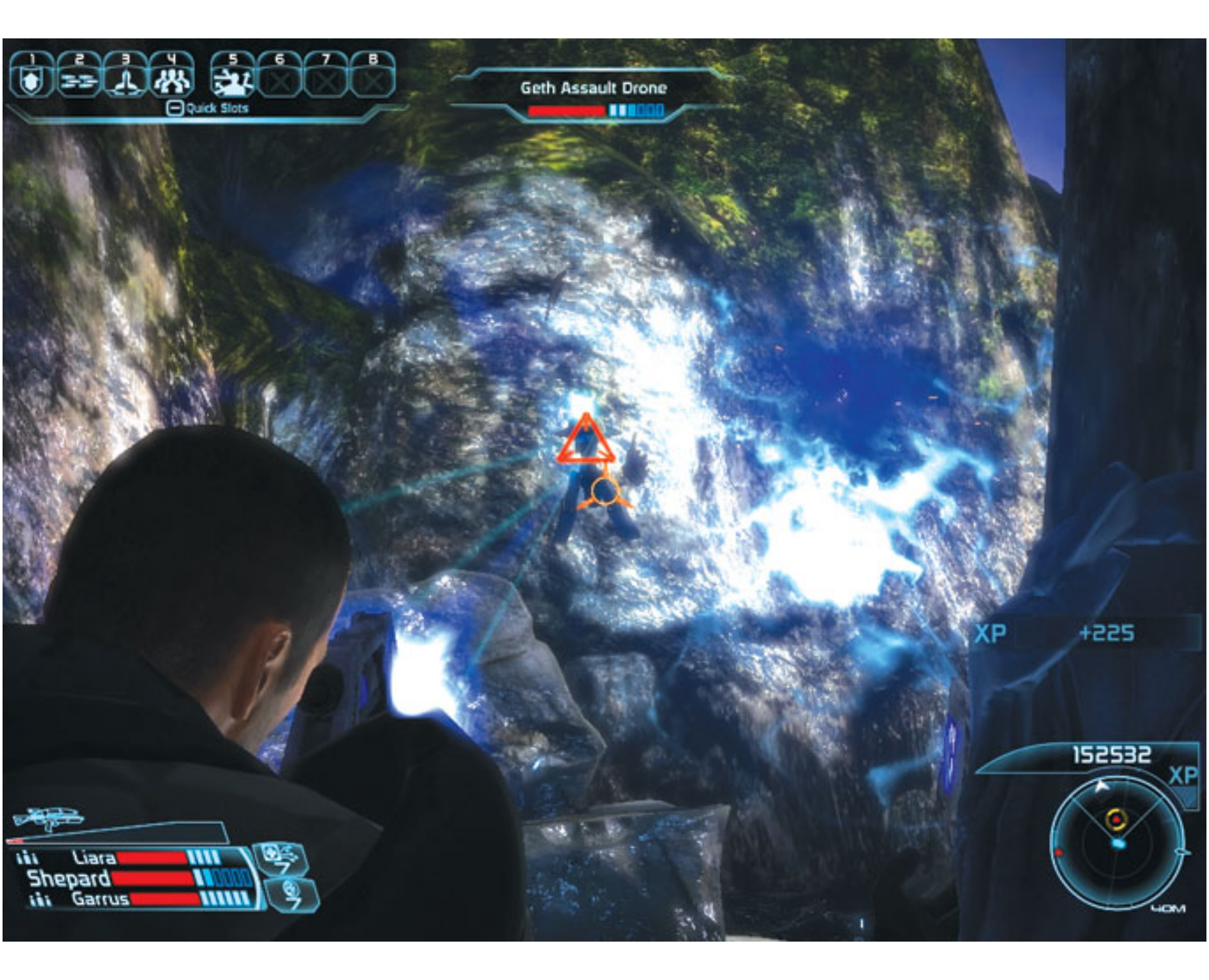
Don't forget to check your map for alternate routes. Taking alternate routes may save you time and can also yield more XP and dropped items through additional enemy encounters.



No matter how you choose to assault the comm tower, work at annihilating its defenders so you may disable the **triangulation tower** inside the small complex.

This benefits the salarian attack groups, advancing the Virmire: Assisting Kirrahe's Team assignment and earning you a few Paragon points.

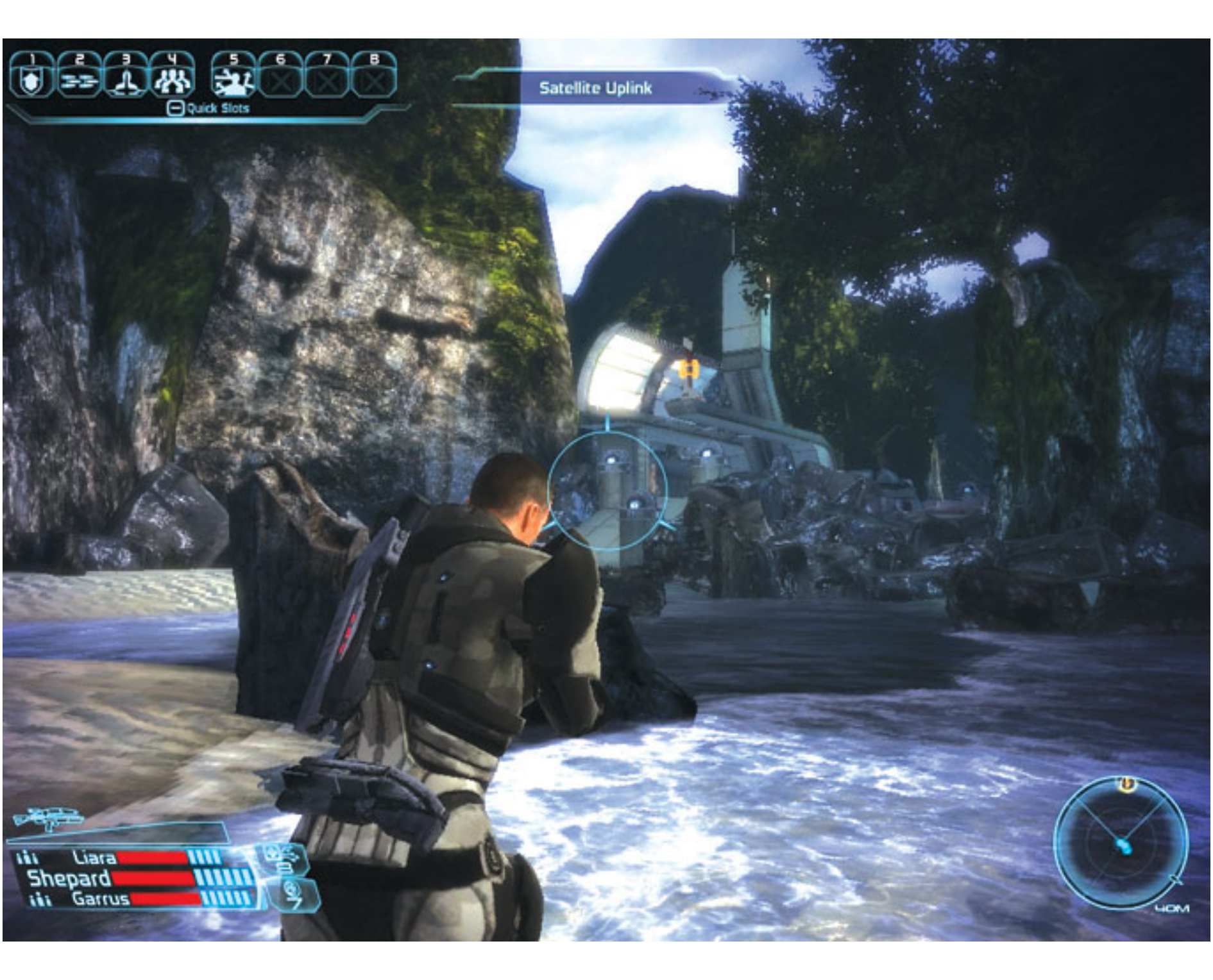
Satellite Uplink Tower



West of the communications tower, the trail splits into northern and southern branches, which then reunite in a wide clearing just east of a satellite uplink tower.

The northern branch is guarded by two geth assault drones and doesn't offer much in the way of cover at first.

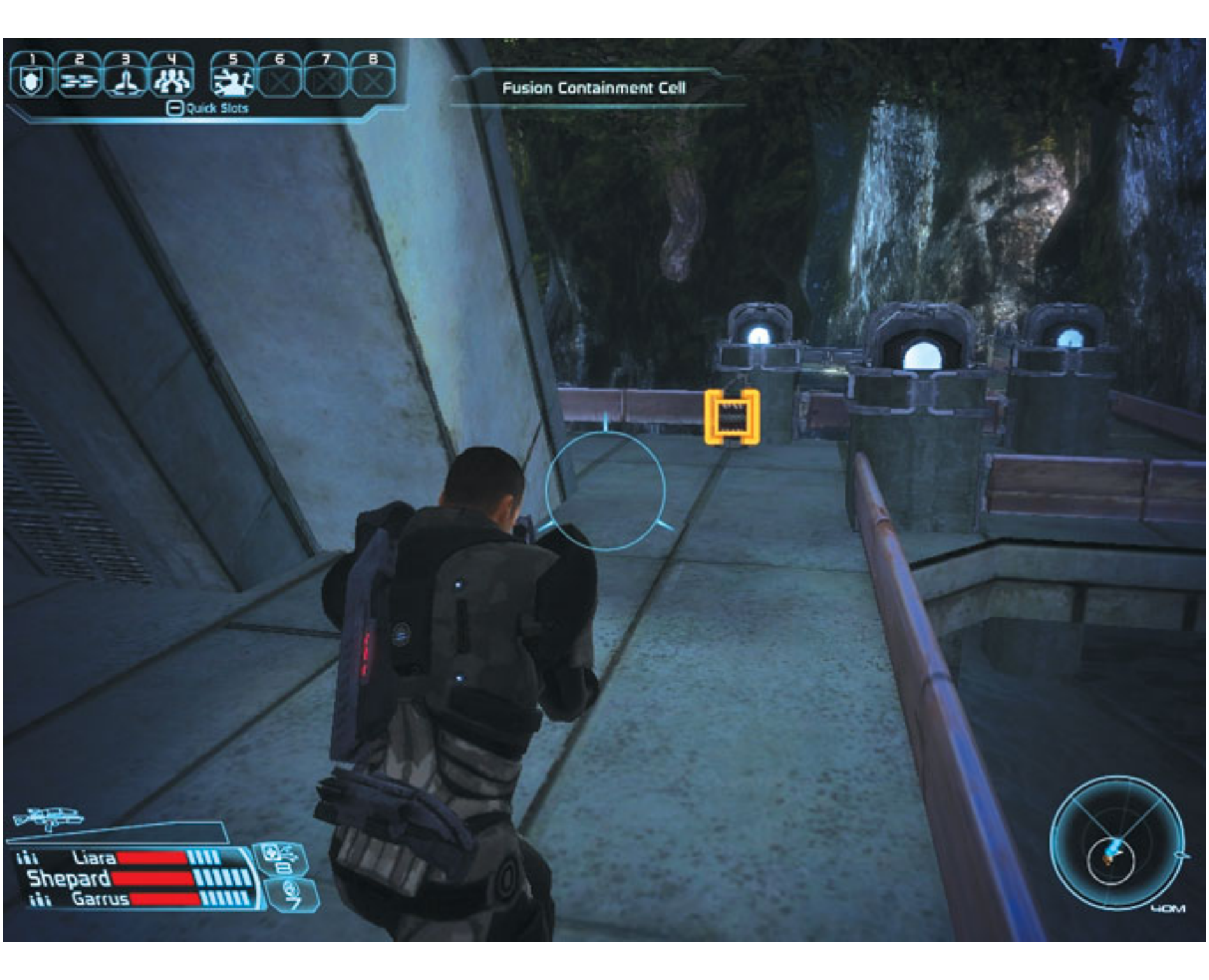
The southern branch offers more cover but pits you against a formidable geth rocket drone. Choose whichever trail sounds best to you, or explore both if you like.



The two trails converge in a wide clearing. Take cover and pick shots at the geth soldiers stationed on the walls of the satellite uplink tower ahead. Advance when it's safe to do so by moving between rock formations as you inch ever closer to the structure.

Tip

Fire on the SATELLITE UPLINK that is sticking up from the tower to destroy it and advance the Virmire: Assisting Kirrahe's Team assignment and earn a few more Paragon points.



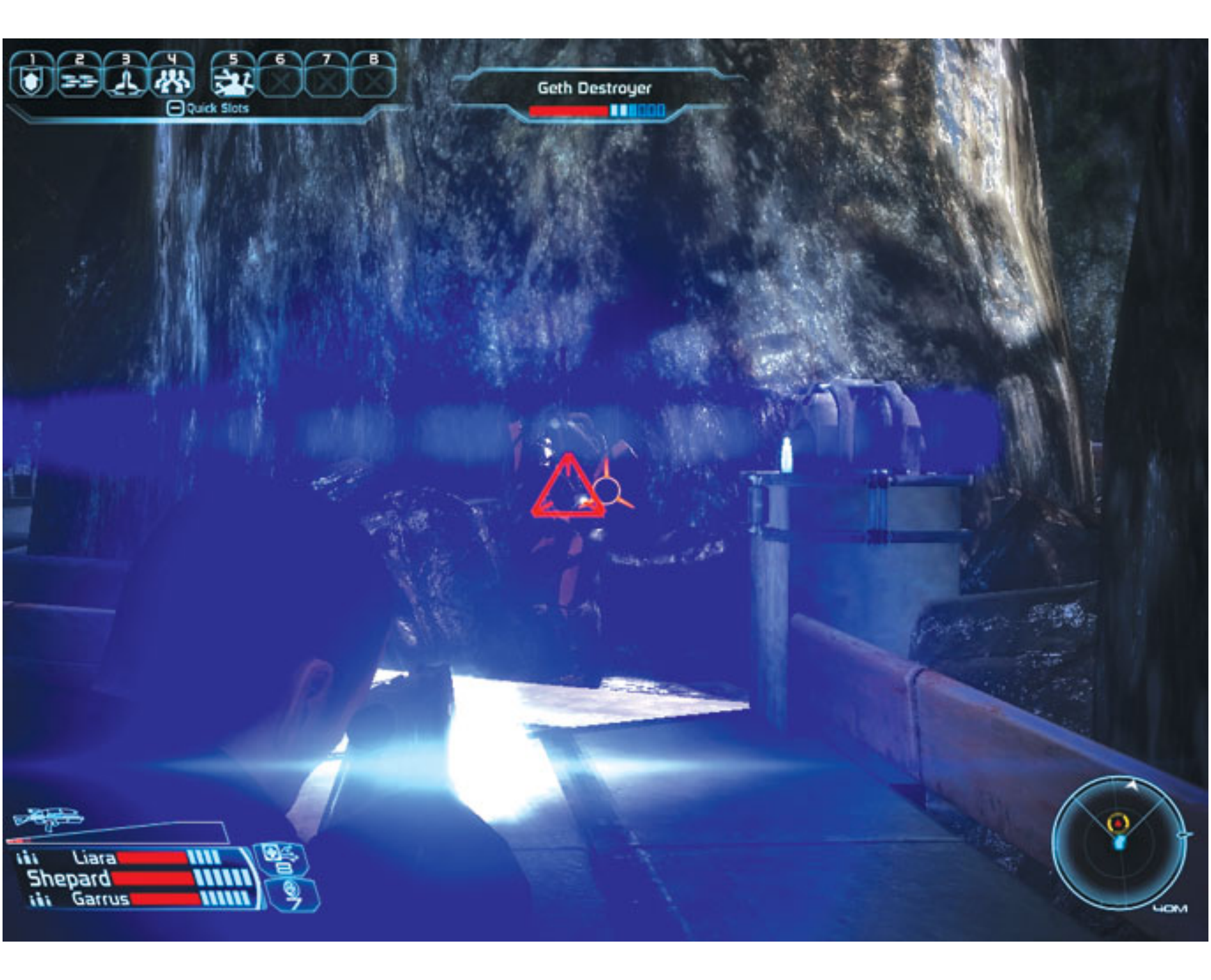
The satellite uplink tower is defended by a formidable **krogan warrior** , who shares abilities similar to those of the krogan commander you faced within the ExoGeni compound at Feros.

Use the volatile objects positioned about the tower to weaken the krogan and focus your team's fire and abilities to bring him down as quickly as possible.

Tip

Use the AID STATION attached to one of the satellite uplink tower's interior walls to replenish your squad's medi-gel.

Base Approach Options



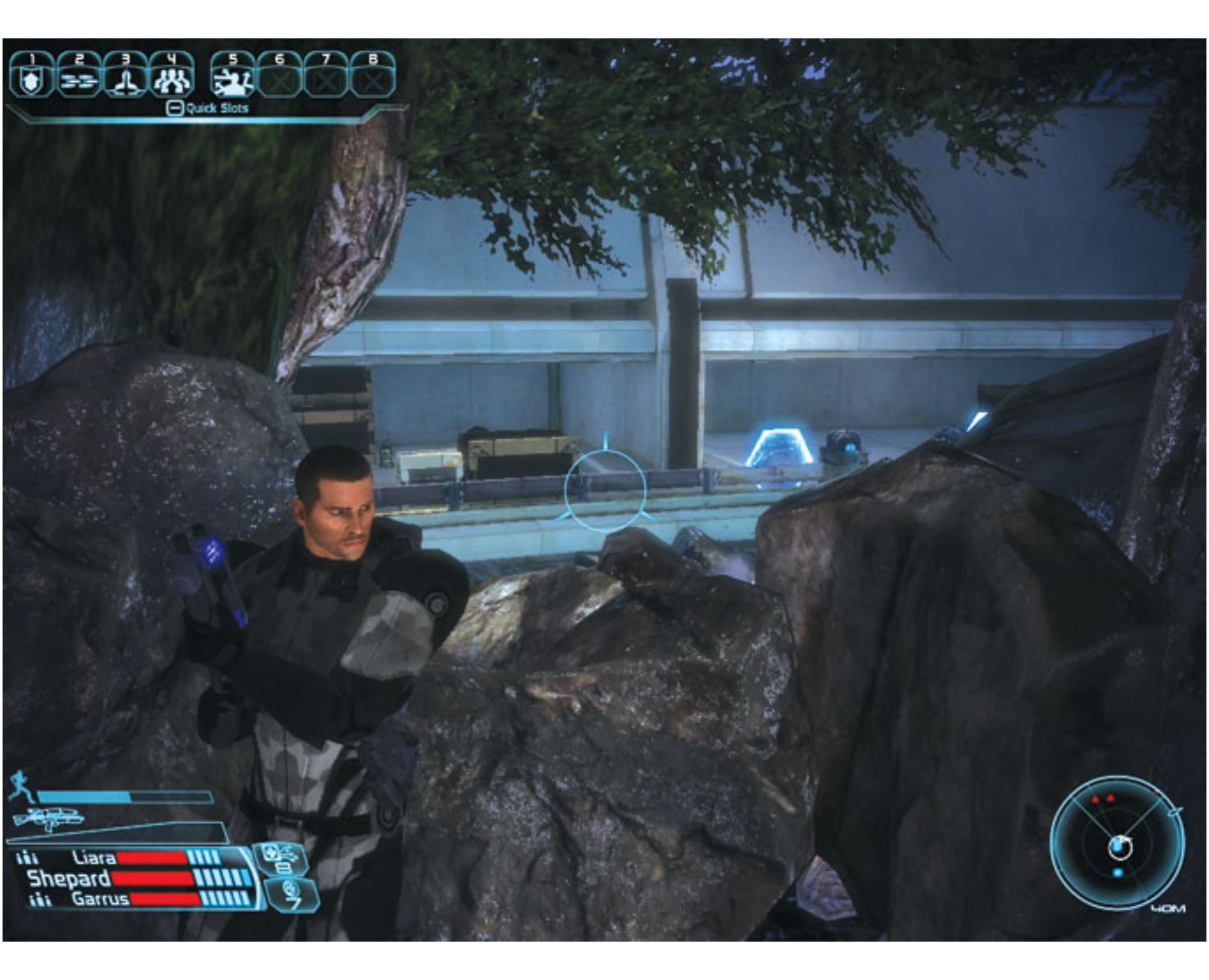
A network of elevated walkways extends westward beyond the satellite uplink tower, offering numerous ways to approach Saren's research base.

The nearby walkways are guarded by a rocket trooper and destroyer, so advance with caution and look to pick off these hostiles from afar.

Tip

Abilities such as Lift and Throw can hurtle enemies off the walkways, often killing them when they strike the ground below.

Sniper Perch



After securing the walkways, you have the option of moving north to assault Saren's base directly.

However, if you'd like to thin the defenders' ranks before advancing on the facility, you may also travel southwest to take shots from a fantastic sniper perch that overlooks the compound.

If you're not in a rush, head through the western tunnel to reach the sniper perch, then crouch behind the low wall and pick off the geth forces stationed along the base's balcony.

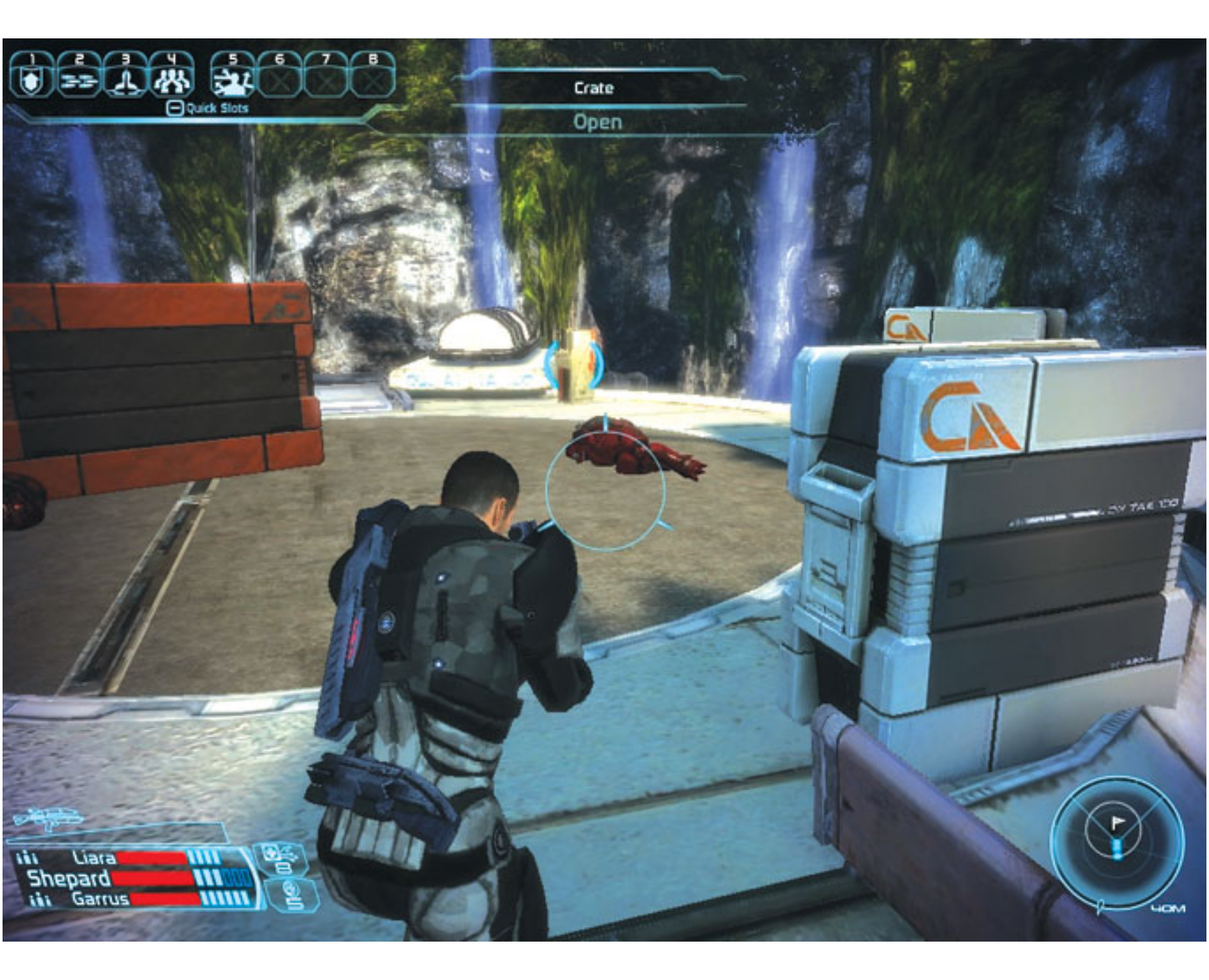
Tip

Destroy all kinetic barriers around the base so the geth can't seek cover behind them later.

Tip

Don't miss opening the UPGRADE KIT near the sniper perch.

Southern Platform



The southern walkway leads to a dead end, but securing it lets you acquire additional items from a **crate** . Beware: another powerful krogan warrior stands ready to defend the southern platform.

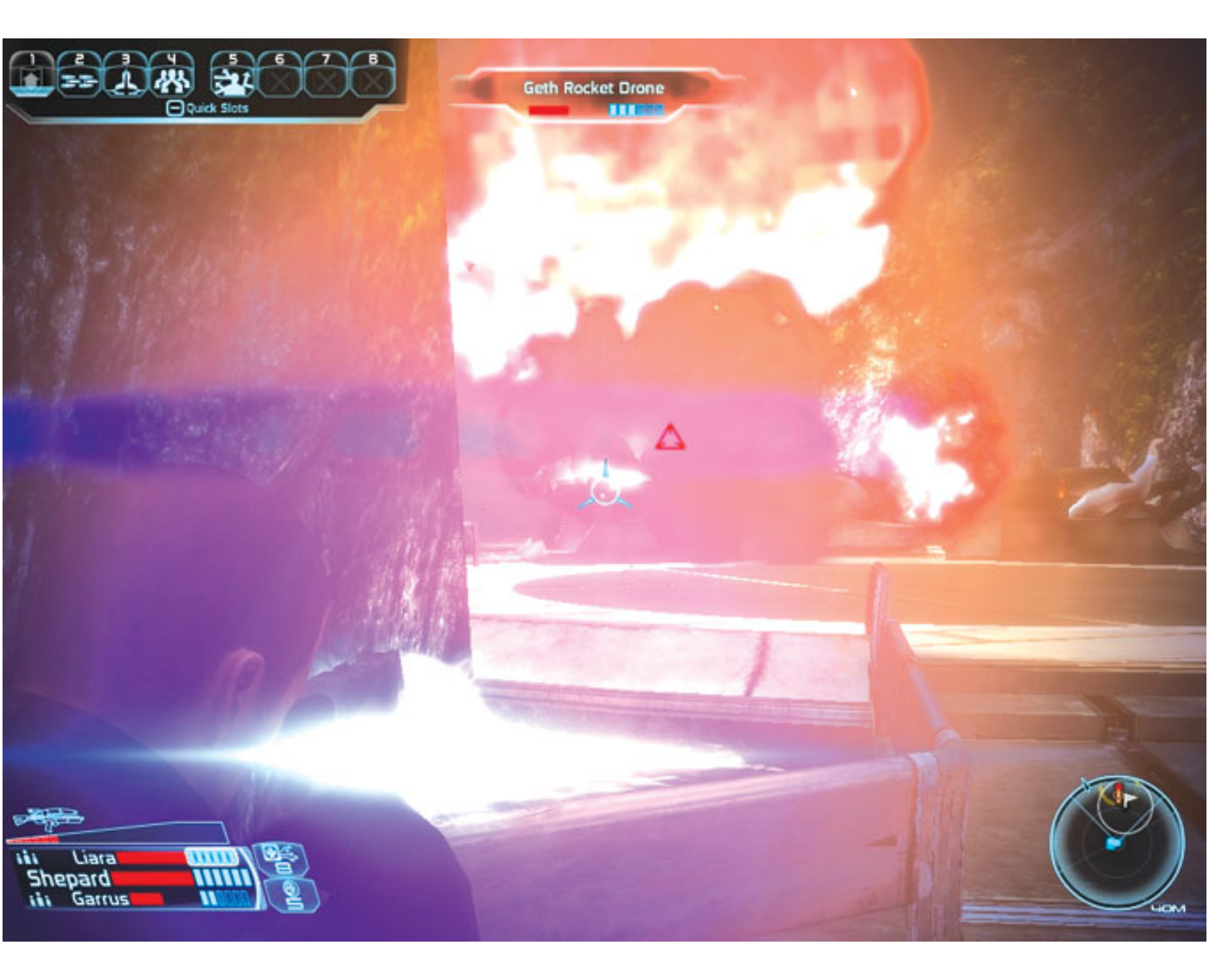
Keep a distance and do your best to annihilate the krogan from a safe range.

If the krogan rushes forward (after they fall and regenerate), switch to a shotgun and utilize Lift and Throw abilities to keep him at bay.

Tip

You don't have to keep to the upper walkways when making your initial assault. Feel free to descend to the lower trails for a stealthier approach. You'll eventually need to return to the walkways above to reach the base itself, however.

Refueling Platform



When you've finished utilizing the sniper perch and raiding the southern platform, head north to reach a small fuel depot.

The site is well defended by numerous geth assault and rocket drones, but you can wipe out most of these hostiles in short order by detonating the pair of massive **fuel tanks** that sit atop the platform.

Ignore the fuel tanks if the drones advance toward you, however, and instead target the flyers to bring them down.

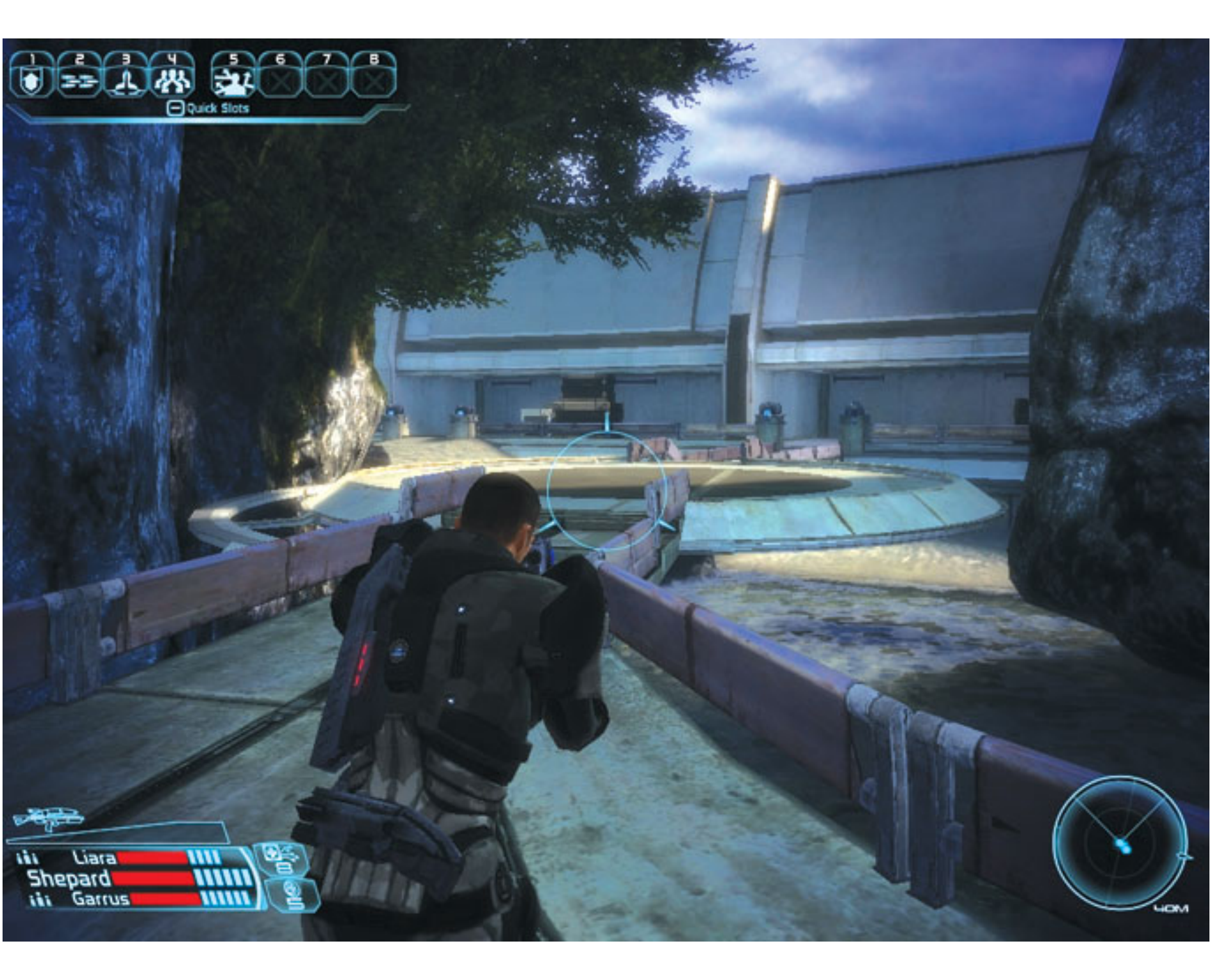
Rocket drones are extremely dangerous to your team, so backpedal as necessary and strive to avoid their deadly projectiles.

Tech skills such as Sabotage and Overload can help simplify this fight a great deal.

Tip

Eliminating this final group of drones advances the Virmire: Assisting Kirrahe's Team assignment and nets you a significant amount of Paragon points.

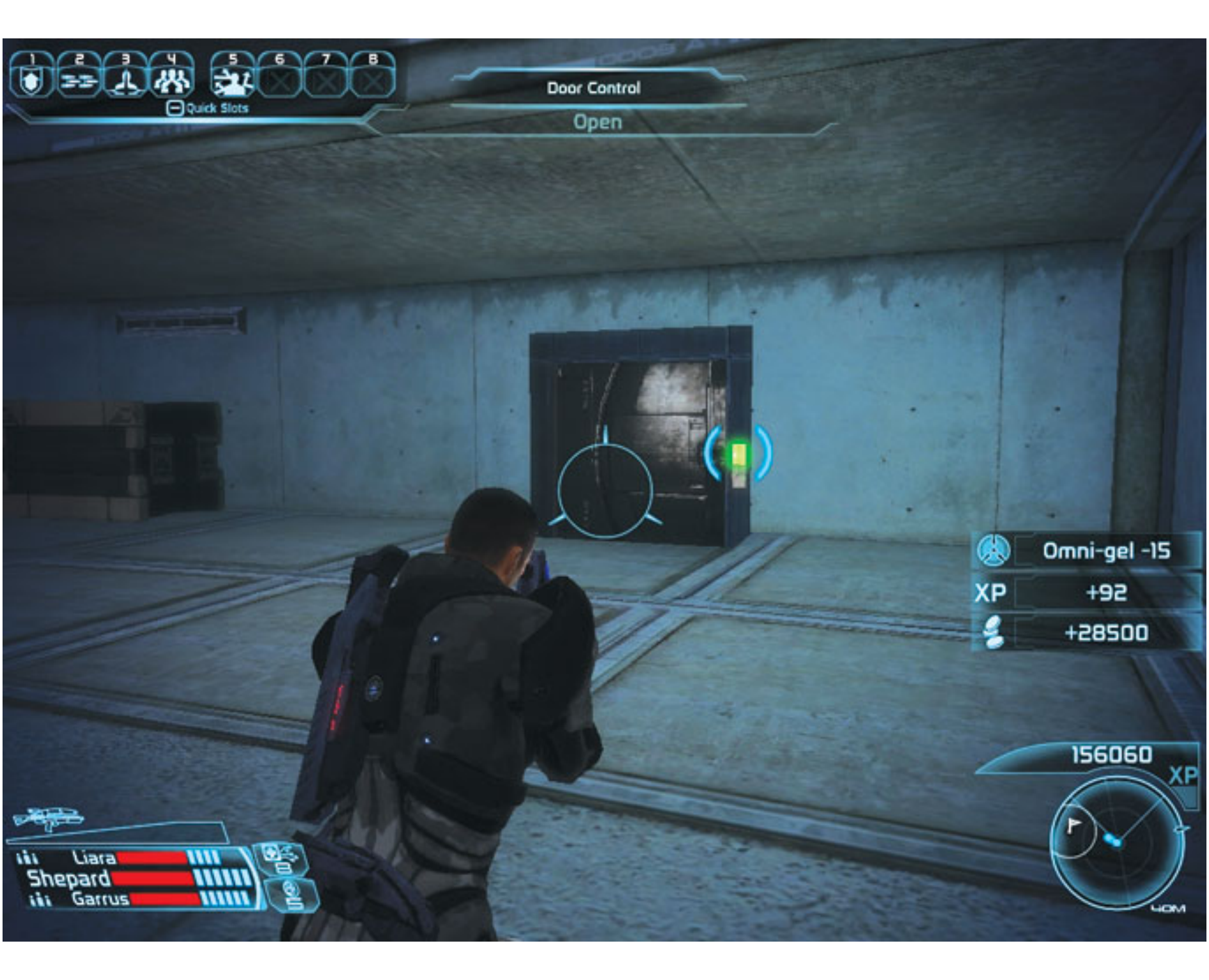
Breaching Saren's Base



The time has come to assault Saren's base. You should meet little resistance if you've utilized the sniper perch to pick off the base's defenders earlier.

If the geth seem to have regrouped, feel free to return to that position to whittle them down once more.

A pair of krogan warriors defends the main entrance, and there's no point in fighting them on their terms.

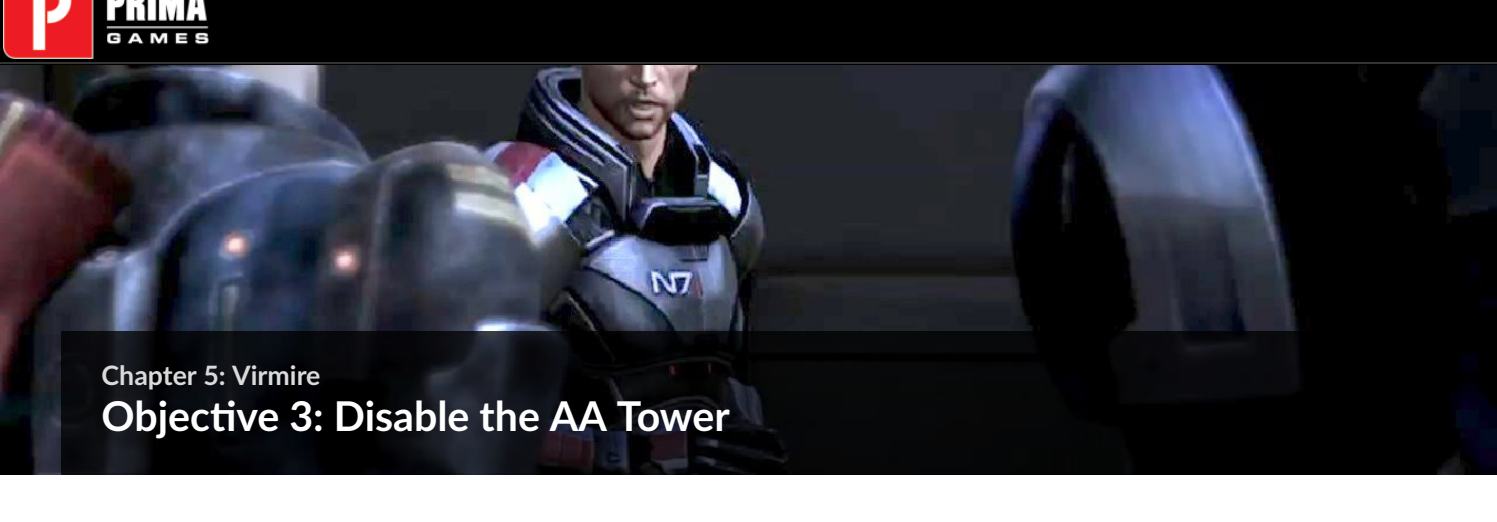


Secure the base's balcony, then loot the northern **storage locker** and southern **crate** . You must now choose between the facility's two entrances; the most obvious is the main balcony door.

There's a more-covert lower entry as well, which is accessed by descending the sandy hill that slopes from the south end of the balcony.

This walkthrough leads you through the main door, but we examine all regions of the base's interior.

If you choose to take the lower entry for a stealthy infiltration, skip ahead to the Detainment Level: Maintenance Bay section.



Chapter 5: Virmire

Objective 3: Disable the AA Tower

Base Entry

The exterior balcony door leads to a long interior walkway. Oddly enough, no guards are present and a **security console** is completely undefended.

Interact with the panel to gain the option of either cutting the alarms on this side of the base, or the ones closer to the salarian strike teams.

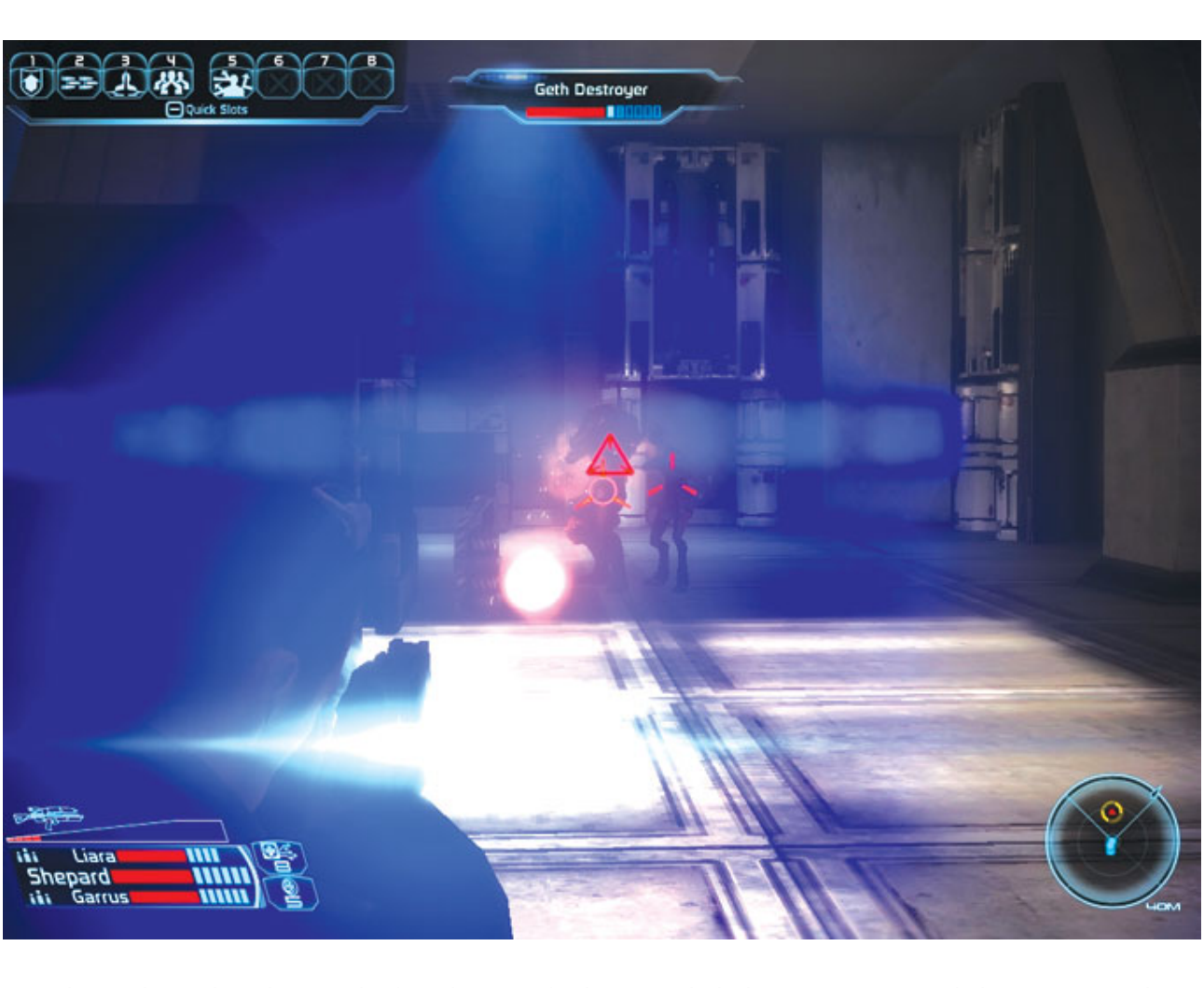
Cutting the alarms near your squad makes your infiltration a bit easier, but the salarians will meet with stronger resistance when they trigger their alarms.

The choice you make earns you a good heap of morality points, so weigh your options carefully.

Note

You cannot open the nearby doors until you use the SECURITY CONSOLE. The doors then become unlocked, no matter which alarms you choose to cut.

Base Entry: Warehouse



Enter the warehouse through one of the three doorways that become unlocked after you interact with the security console.

Inside, you face heavy resistance in the form of a few geth shock troopers, a destroyer, and several indoctrinated salarians who are under Saren's control, on par with the low-threat thugs you faced back at the Citadel when assaulting Fist's club so long ago.

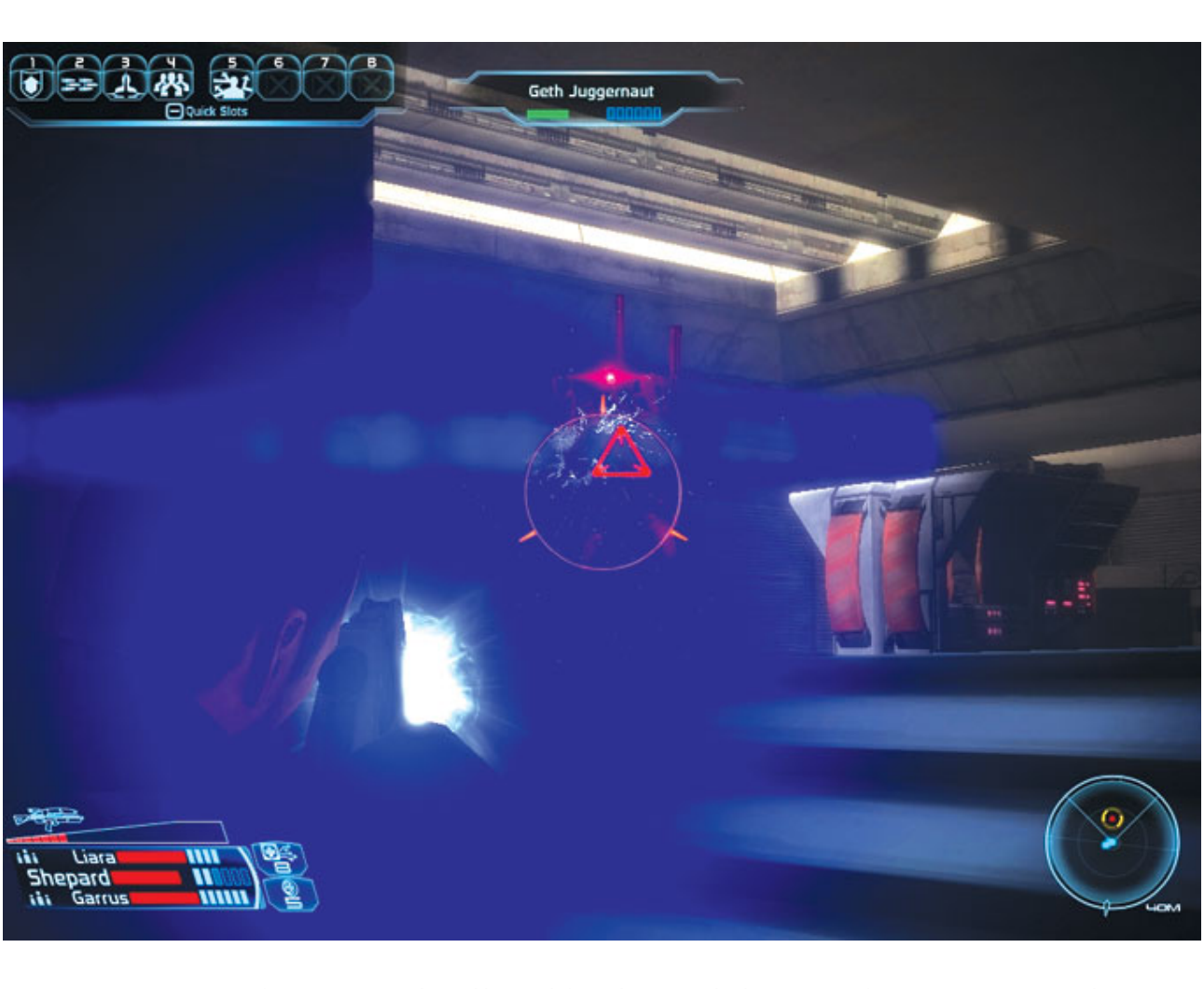
Make the synthetics your primary targets; the indoctrinated pose little hazard to a strike force of your team's caliber.

Tip

Fire on the many volatile containers in the warehouse to inflict great harm on the hostiles you encounter.

Tip

Find an AID STATION attached to the warehouse's southern wall and raid it for medi-gel after you secure the area.



Exercise extreme caution when moving southward beyond the aid station; the lone enemy that registers on your radar is in fact a burly geth juggernaut.

It's usually best to send your teammates forward to draw the giant's ire, while standing ready to assist them with Shepard's most powerful abilities.

Naturally, you should wait before moving your crew up until they've had a chance to rest and recover the use of their powers. Bring the juggernaut down as fast as you can, then proceed through the door he was guarding.

Base Entry: Security

The door leads to a long walkway overlooking a detainment center. One of the imprisoned salarians calls to Shepard's crew as they move past.

You'll get to him in a moment. For now, simply cross the walkway to reach the security office beyond.

Indoctrinated

Two hapless indoctrinated salarians stand guard inside the security office. They can't be reasoned with, so cut them down without mercy.

You then have a choice of entering one of two nearby doors, or you may ride the elevator between them.

Pick the northern door (to the right of the elevator) to reach the complex's detainment level if you're interested in speaking to the salarian prisoners.

Note

If you're looking for the fastest route through the base, ignore both doors and take the elevator instead. Then skip ahead to the Labs section.

Detainment Level: Cell Block A

Take the door to the right of the security office's elevator to reach the detainment level. There you may speak with an imprisoned salarian trapped inside the northern cell.

The salarian tells Shepard a bit about the indoctrination process, the terrible procedure Saren has performed on many salarians at Virmire to turn them to his side.

Choose to free the prisoner for a small Paragon point reward. Or leave the poor soul to his fate for a slightly larger Renegade point boost.

Tip

Choose to free the group of mindless salarians in the neighboring cell for additional Paragon points. Kill them all afterward for a few points toward Renegade.

Labs: Cell Block B

Return to the security office, then take the southern door (to the left of the elevator) to reach the facility's other set of holding cells, which are housed off the facility's labs.

Sadly, the prisoners here are far worse for wear. The one prisoner able to speak with you begs to be released, but Shepard's squad mates aren't so confident that he'll behave.

Indoctrinated
Inventory
XP
+184
159834
XP

Freeing the prisoner earns you a good amount of Paragon points, but also releases all other indoctrinated salarians from their holding cells. The salarians then quickly turn on your crew, firing at them with concealed weapons.

The indoctrinated pose little threat of course, and the fight is a slaughter. Choose to leave the madmen to their fate to avoid this massacre and earn a few Renegade points in the process.

Base Entry: Storage Room

Indoctrinated
Inventory
XP
+92
160026

After dealing with the salarians in cell block B, take the far southern stairs to reach the base entry's southern storeroom. A few more indoctrinated salarians await you here.

Cut them down, then use the nearby **aid station** to replenish your medi-gel.

Proceed down the central staircase to reach the detainment level's southern end—the place you would have entered from had you taken the lower entryway when first breaching Saren's compound.

Detainment Level: Maintenance Bay

Door Control
Open

Only a handful of indoctrinated salarians defend the maintenance bay, making this a far easier means of infiltrating Saren's base.

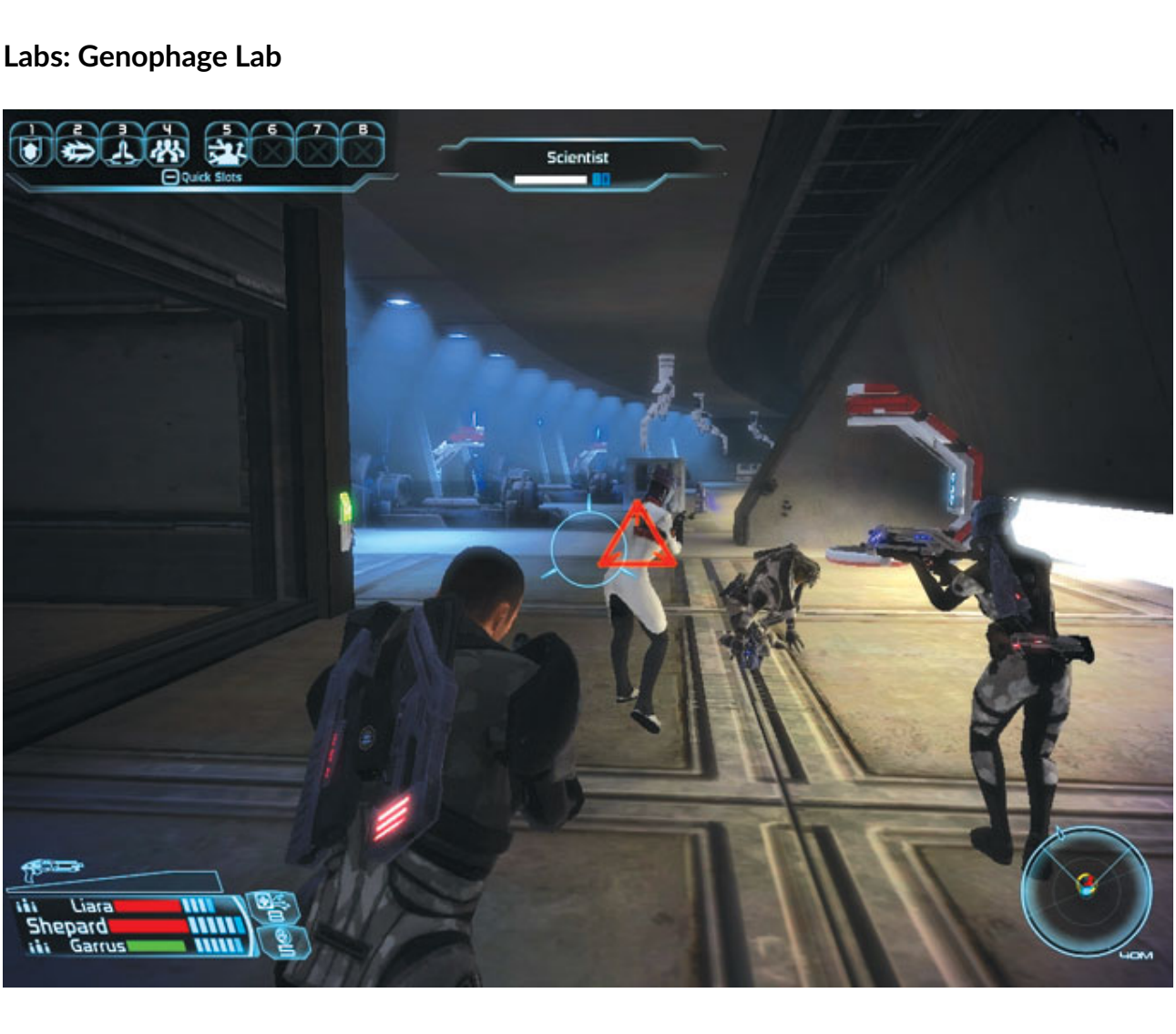
There are three **crates** and a **technician kit** to find in here as well, making this a very profitable area to visit.

Secure the bay and loot the containers, then retrace your steps to the security office. This time, take the central elevator to access the main section of the facility's labs.

Caution

Your squad stumbles upon a heated battle inside the labs. Make sure everyone's well equipped and ready to rumble.

Labs: Genophage Lab



The security office elevator brings the team to the base's main genophage lab. There the crew is attacked by a vast number of husks backed by an asari **scientist** and a large krogan named **Doctor Droyas** .

The strategy for fighting the husks is the same as ever: backpedal to avoid their short-range Tesla Pulse attacks, and use shotguns and powers to keep them at bay.

The asari scientist is little more threat than an indoctrinated salarian; she is easily killed with a bit of gunfire.

Doctor Droyas seems to be the krogan in charge of the genophage lab; he's by far the greatest threat, on par with the krogan warriors you've recently encountered. Eliminate all of these hostiles to secure the area.

Tip

The explosive FUSION CONTAINMENT CELL in the center of the lab can be exploited to help thin the enemy ranks.

Tip

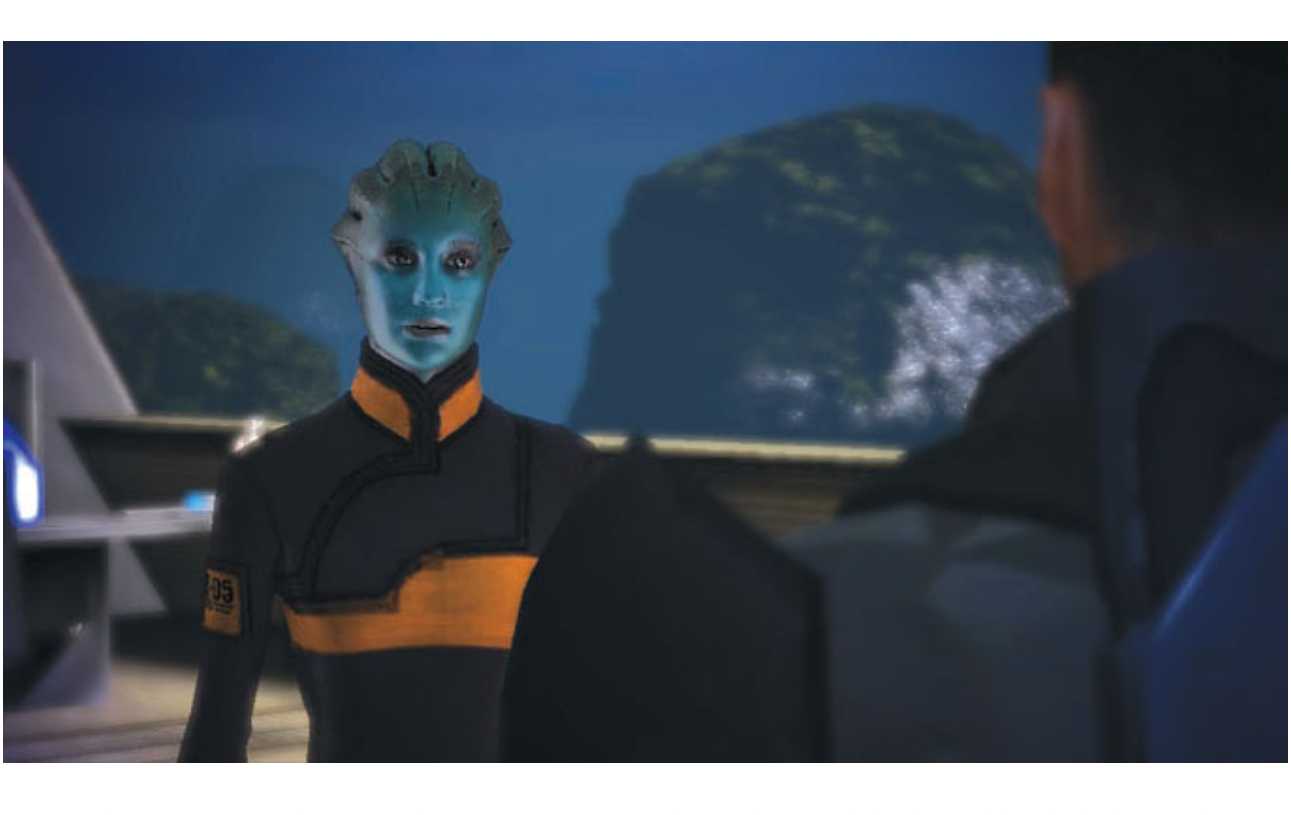
Find a WETWARE KIT, UPGRADE KIT and MEDICAL STATION in the lab. Open each one for valuable items.

Geth Trooper

Exit the genophage lab through the west door to reach an outdoor balcony. Proceed along the catwalk, cutting down a pair of geth troopers standing guard near a raised footbridge.

You can't proceed northward without lowering the bridge. Perhaps its controls are located inside the nearby security office.

Labs: Security Office



Entering the security office, the crew finds an asari scientist named Rana Thanoptis hiding beneath her desk. The asari begs for mercy, saying she just wants to leave this whole terrible place behind her.

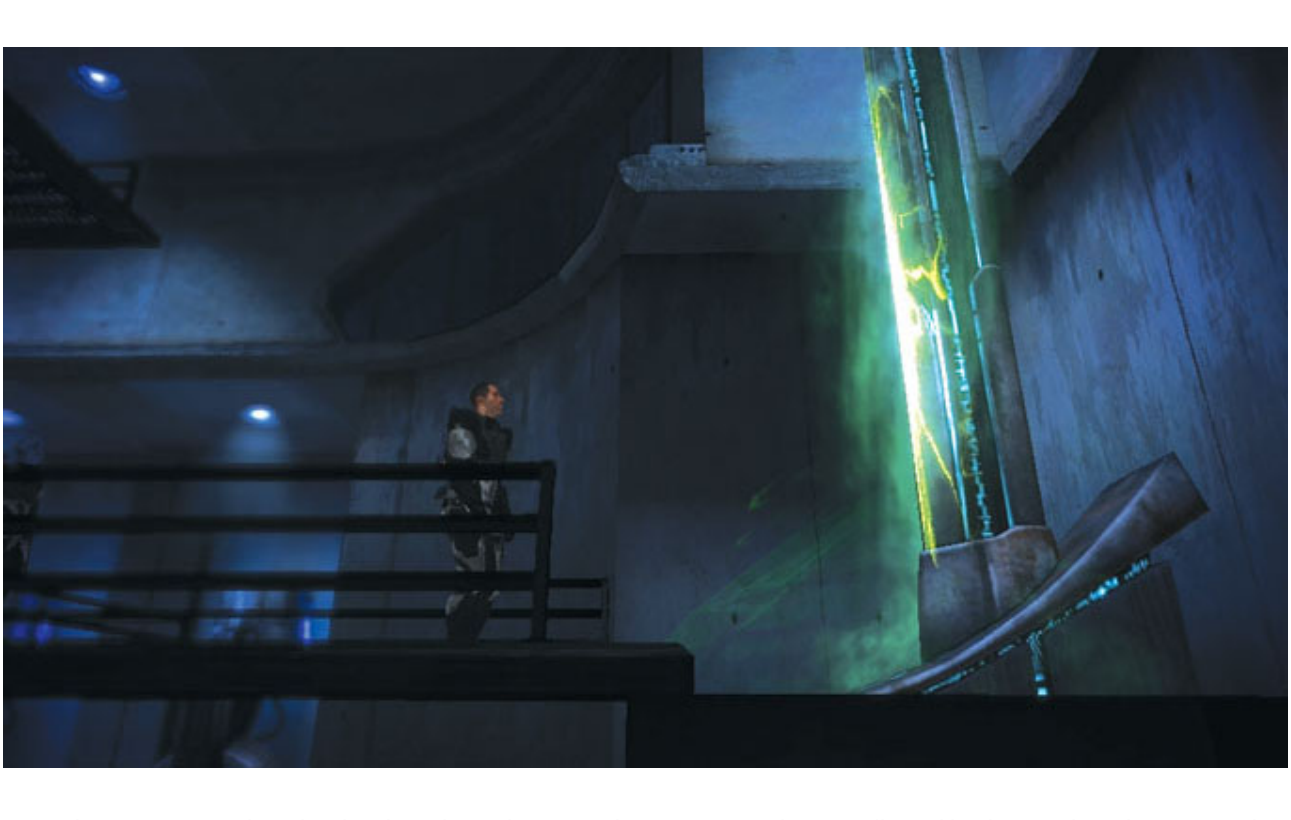
Question Rana to learn that she's been working for Saren against her will, studying the effects of indoctrination. She offers to let Shepard's team into Saren's private lab, where they'll have full access to all of his private files.

Question Rana further to learn that the indoctrination process is somehow influenced by Sovereign, Saren's massive warship. Its effect is so pervasive and powerful, the asari even believes Saren might be falling victim to the ship's will.

After interrogating Rana, decide whether you want to allow her to leave. Granting the asari mercy gains you nothing but a clear conscience; ordering her death nets you a significant amount of Renegade points.

Loot the nearby **weapon locker** after making your choice, then use the elevator Rana activated for you so you may explore Saren's private lab.

Saren's Beacon



Move downstairs to explore the chamber. Shepard notices a beacon against the far wall, just like the one the colonists found on Eden Prime.

Approach the **communications panel** to make Shepard activate the beacon. The commander receives another chilling vision.

Return upstairs after using the Prothean beacon. The team is suddenly contacted by a holographic image of Saren's vessel, *Sovereign* . The ship is somehow able to communicate with your crew, and voices its dominance.

Suddenly, everything falls into place for Shepard: Sovereign isn't just some Reaper ship found by Saren. The ship itself is a Reaper! Sovereign confirms this in a way, then says that the term Reaper is irrelevant.

Organic life is flawed, while *Sovereign* 's kind is eternal—the very pinnacle of evolution. The extinction of all living things at their hands is inevitable.

Shepard is quick to voice his people's unwavering will to fight and stop the Reapers from annihilating their kind.

Sovereign mocks the Spectre's ignorance, saying that the cycle has repeated itself more times than Shepard can fathom.

The Protheans were not the first; they did not create the Citadel, nor the mass relays. They rose to power, like countless organic civilizations before them, only to be crushed by the universe's "superior" beings.

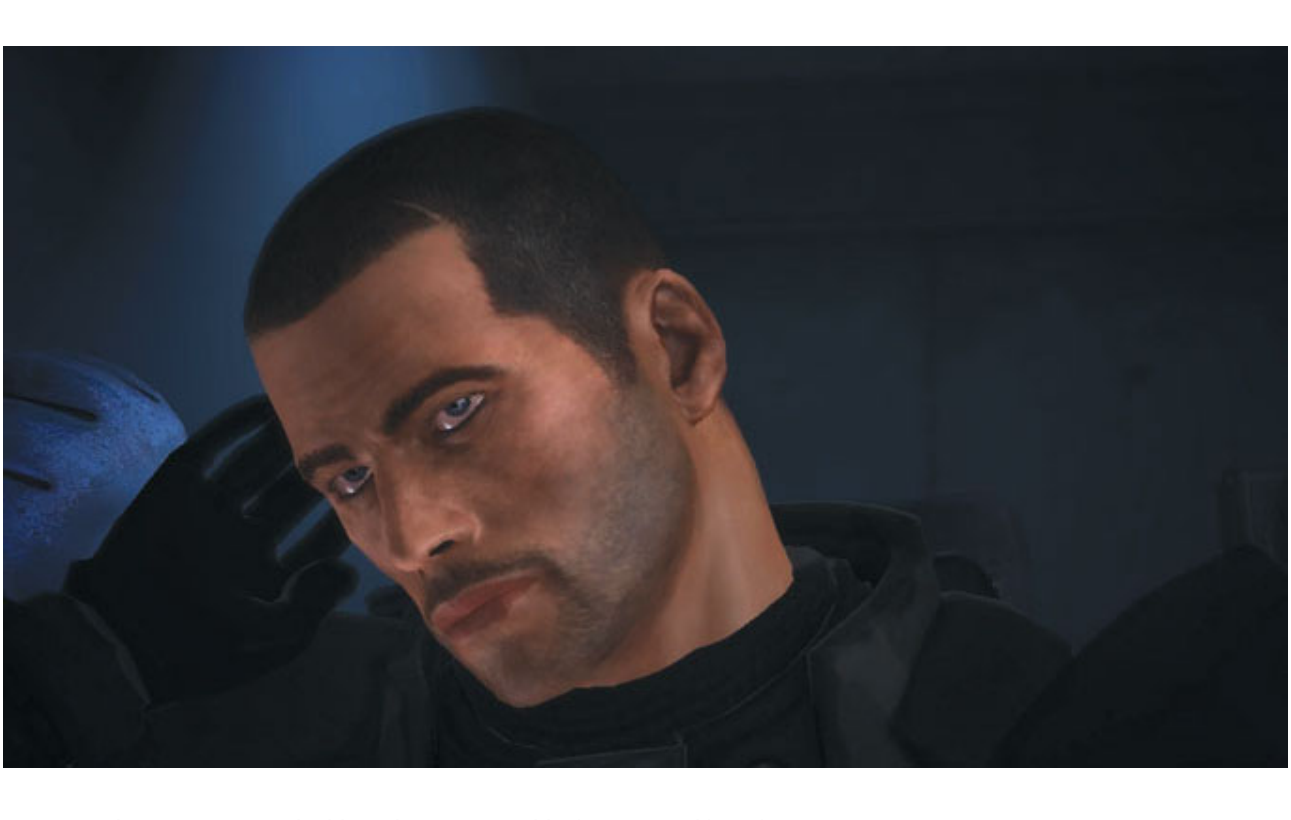
Sovereign says it was his kind that built the Citadel and mass relays. They left them for organic life forms to discover, prompting their civilizations to follow along the paths the Reapers desired.

Question *Sovereign* to have it tell you that its kind is eternal; they have always existed, and they will always endure.

Their numbers are legion, and they will stop at nothing to eradicate all life in the galaxy. *Sovereign* won't say why this must be done.

It simply insists that the extermination of organic life will happen. It then terminates the communication with a violent circuitry overload.

Time to Go



Regaining their senses after the blast, the crew is suddenly contacted by Joker.

The *Normandy's* helmsman informs his commander that *Sovereign* has made a drastic change in course and is headed straight for Virmire at incredible speed.

He urges Shepard to hurry and wrap up the mission so they can flee the system before *Sovereign* arrives.

Geth Destroyer

You've gotten all you can out of Saren's lab. It's time to do what you came here to do. Exit the building with caution.

A giant geth destroyer now guards the walkway leading back to the lab security office. Drop it with your most powerful attacks and abilities, then hurry across the footbridge.

Krogan Warrior
Inventory
XP
+231
162591
XP

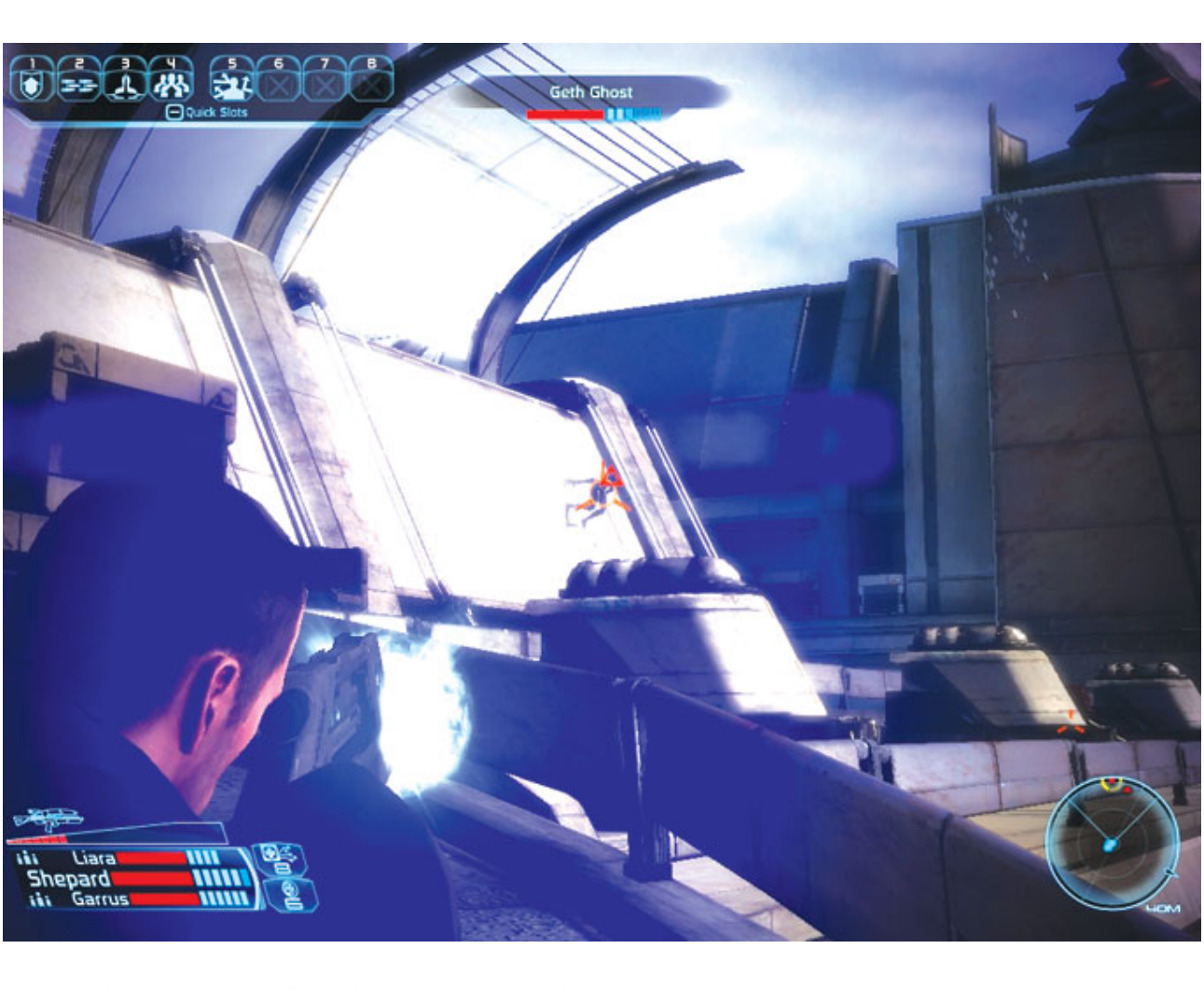
Pass through the security office to return to the lab's footbridge. The raised section of the walkway lowers as you approach it, allowing you to proceed.

Head's up: a trio of krogan warriors opens fire from the far end of the walkway.

Take cover behind the stout pillar and drop the nearest krogan, moving up to the next bit of cover so you may fire on the distant pair with greater accuracy.

Cross the walkway after dispatching the krogan and proceed through the far door.

Base Main Level



Continue along the curved walkway that stretches toward the massive AA tower in the distance. Your radar becomes jammed just as your team rounds the bend.

Look for a collection of geth stalkers and ghosts hopping about the walls ahead.

Blast the hoppers to bits before advancing any farther, and fire on the nearby krogan warrior as well. Crouch to take cover behind the low railing if you start suffering heavy fire.

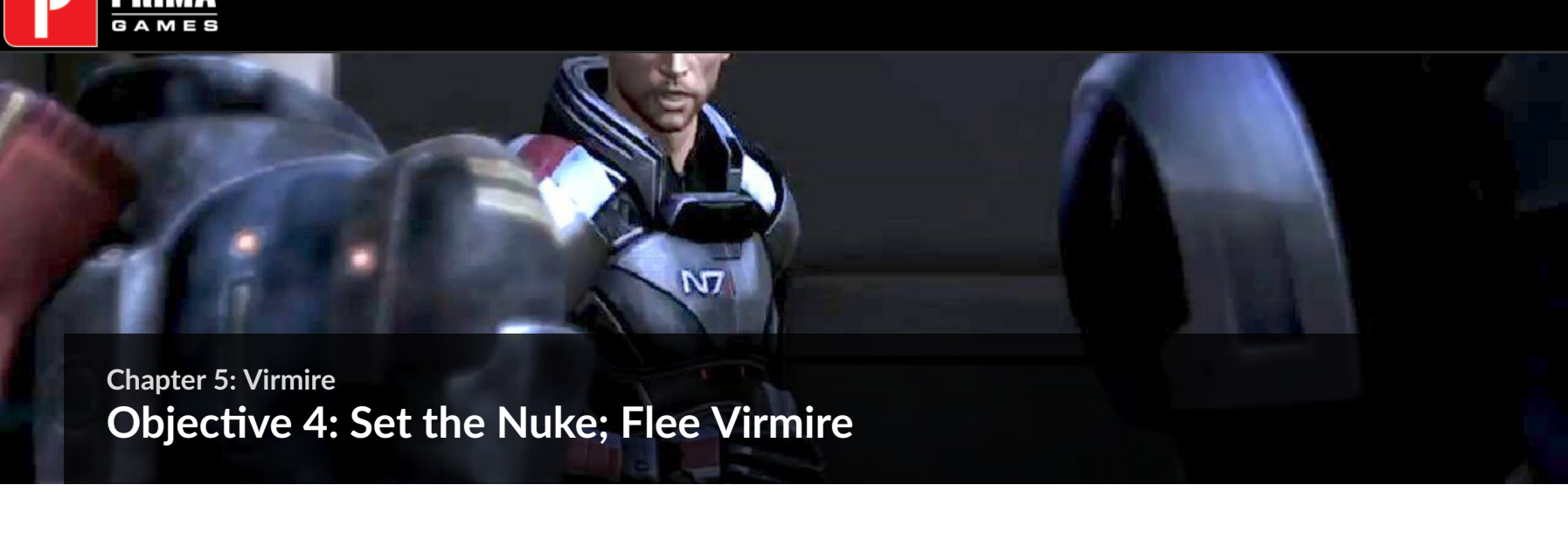
Tip

Don't miss the many CRATES and the UPGRADE KIT found along the walkway's outside edges.

Geth Rocket Drone

A group of geth rocket drones engages your squad as you advance to the far end of the walkway. Move to the walkway's lower landing so you may use the side of the walkway as cover while combating the drones from range.

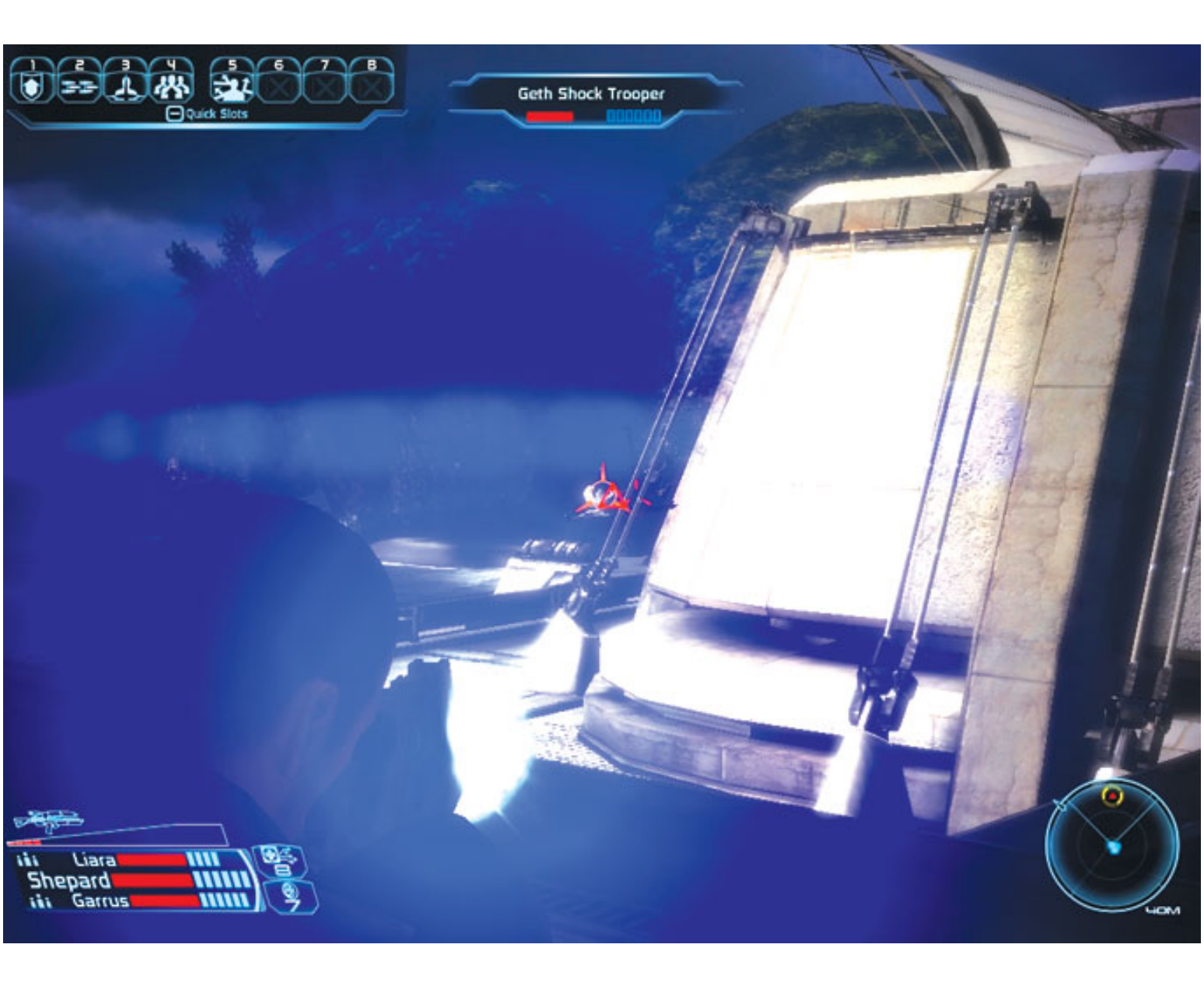
Obliterate all three rocket drones to secure the area, then deactivate the **turret controls** the drones were guarding to disable the base's AA tower.



Chapter 5: Virmire

Objective 4: Set the Nuke; Flee Virmire

Ambushed



Well done. You've disable the base's primary AA tower, but there's still one left to deal with.

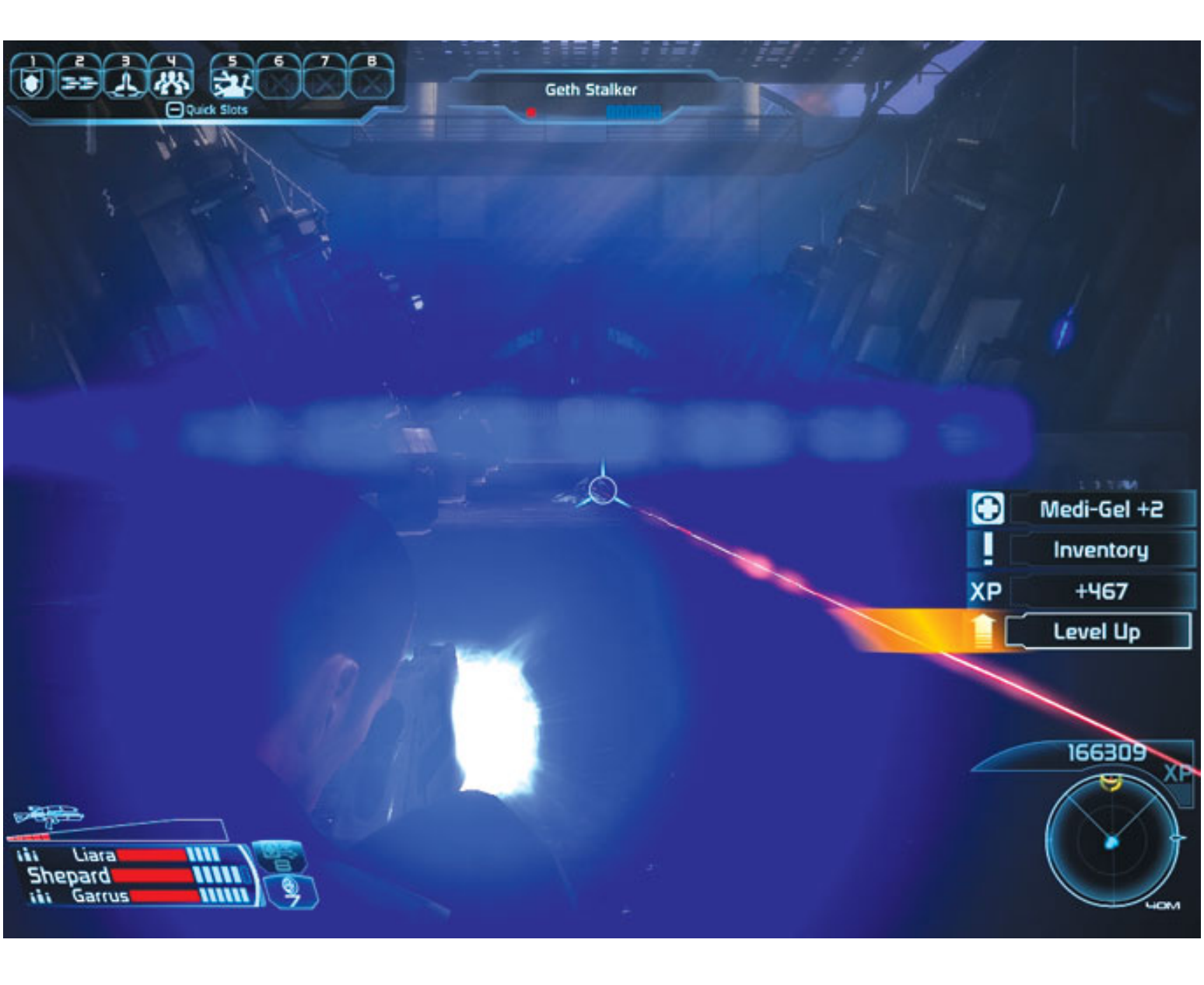
Don't let your guard down just yet; two strike teams of geth shock and rocket troopers advance on your location just after you disable the AA tower. The first wave storms up the nearby stairs you used to reach the controls.

The second uses the nearby elevator. Wipe out both assault parties before they can do much damage, then use the elevator to proceed.

Tip

Don't leave without opening the WEAPON LOCKER and the supply container near the elevator.

Krogan Breeding Grounds



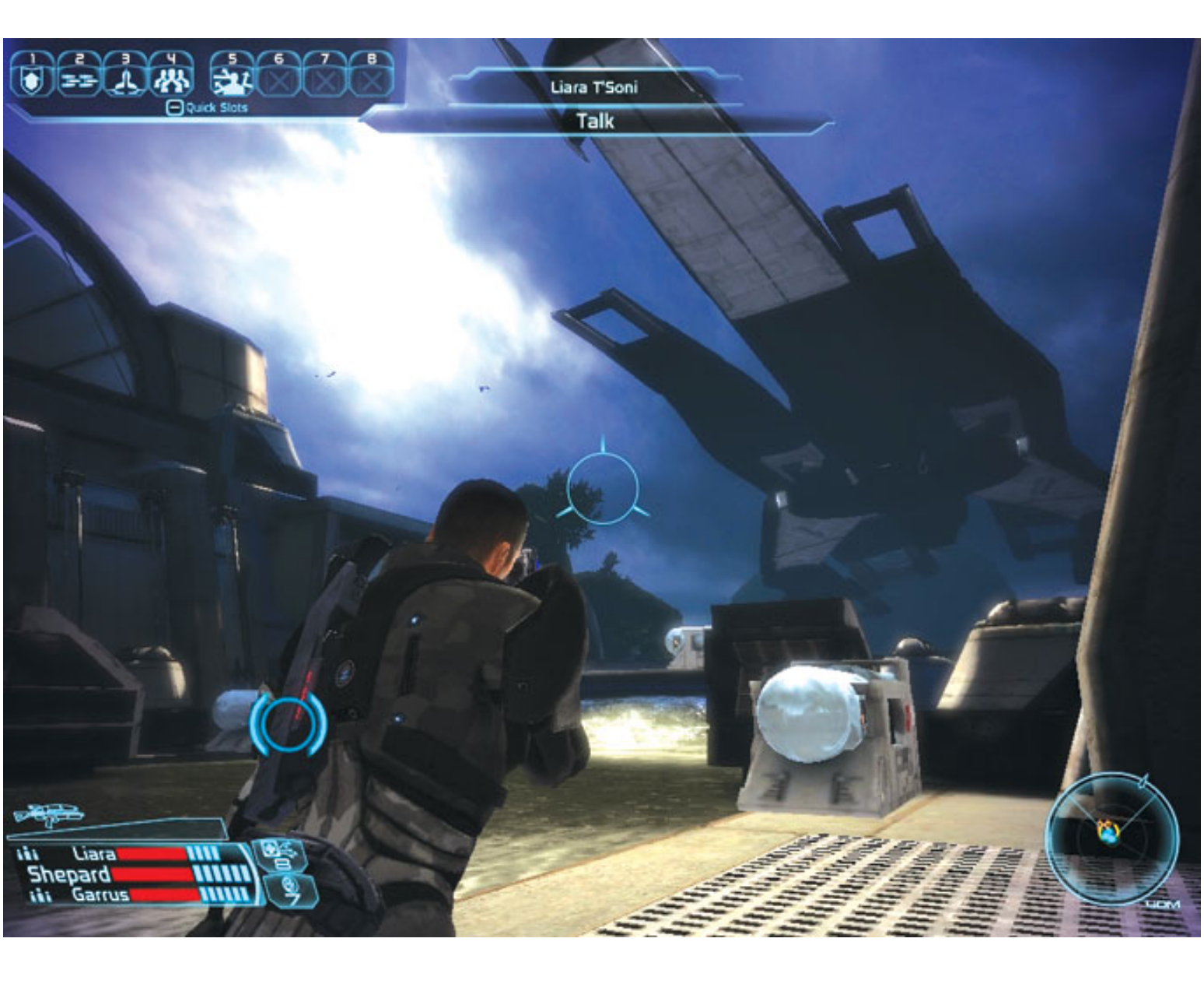
The elevator takes you to the krogan breeding grounds. You're close to the area where the nuke must be detonated.

Step off the elevator and loot the nearby aid station for medi-gel, then open the door at the end of the hall.

Open fire on a pair of geth stalkers in the large breeding trench that follows. Take out both to restore your radar.

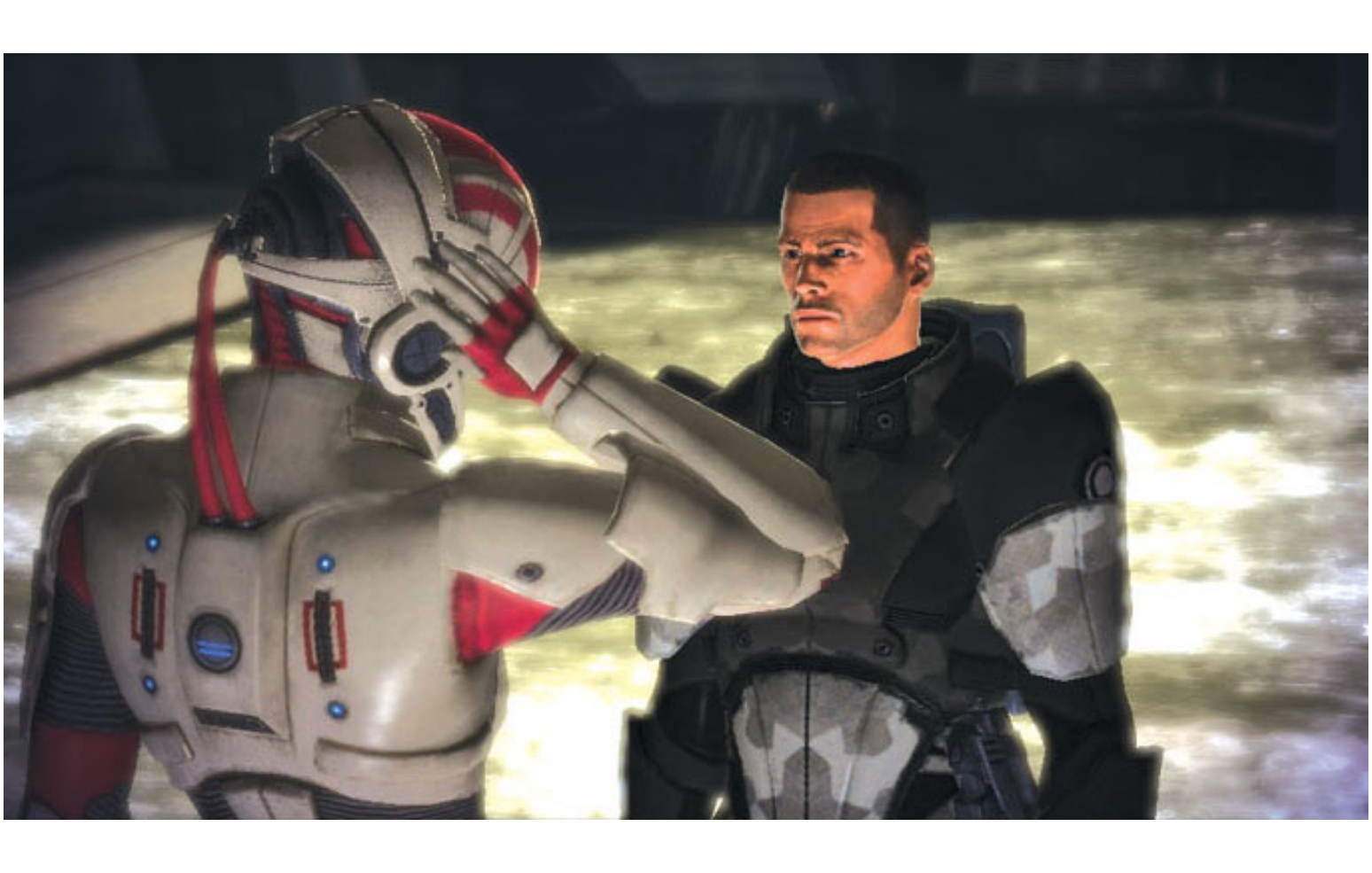
No other hostiles attack you in the breeding trench, so you can now make for the far door to reach the *Normandy* landing site.

Special Delivery



Captain Kirrahe's team is successful at destroying another AA tower just as Shepard's team reaches the landing site.

Although one tower still remains, your offensive has done enough to allow Joker to bring the *Normandy* in for a safe landing. The ship touches down and the crew hurries to unload the nuke.



The squad mate you chose to lead one of Kirrahe's strike teams soon radios in with an update, saying that they'll never make it to the rendezvous point before the bomb needs to be set off.

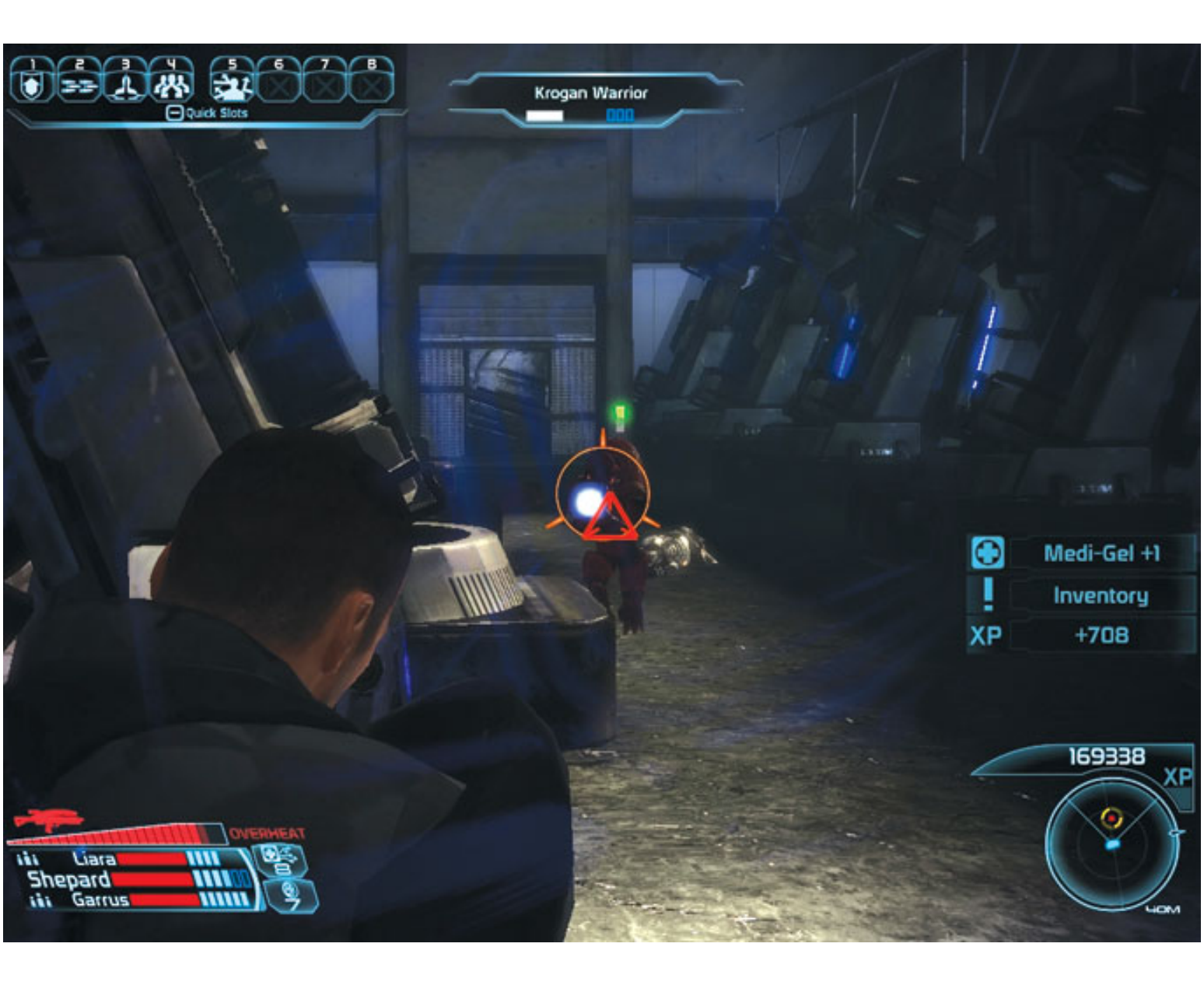
Unable to leave a teammate behind, Shepard hurries off to the rescue. The *Normandy* returns to the sky.

Note

You must now choose a new squad to bring to the AA tower. Ashley and Kaidan can't be chosen; one's part of the salarian strike force, and the other must remain at the landing site to arm the bomb.

Assemble the most well-rounded team you can, and make sure to check the Squad menu afterward to see that their Talent Points have been allocated.

To the AA Tower



There's no time to lose. Open the large western door to reach the western breeding trench, but beware: a large number of krogan warriors and geth ghosts lie in wait at the trench's far end.

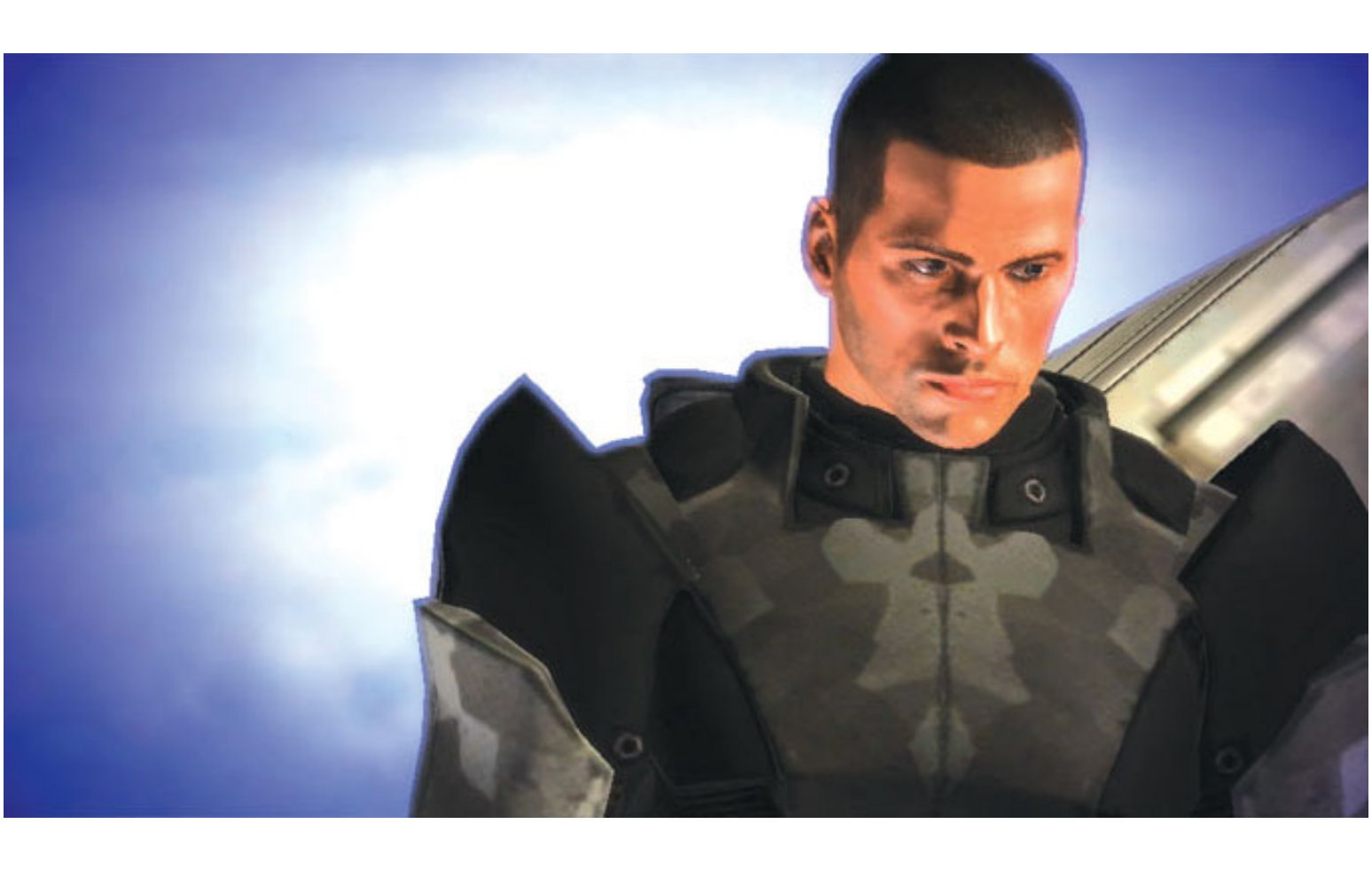
Keep your distance and annihilate these foes as quickly as possible.

Employ powerful abilities to help you cut them down fast. Secure the trench and then take the far elevator to reach the western half of the base's main level.

A Difficult Choice

While crossing the catwalk leading toward the AA tower, Shepard notices a massive geth dropship flying past. The squad mate near the bomb site radios in, saying the dropship is deploying geth forces all over the area.

Fearing they'll be overrun, the team member arms the bomb preemptively, ensuring that it will go off.



Shepard is now faced with a terrible choice: there's only enough time to save one of his two crewmates before the nuke detonates.

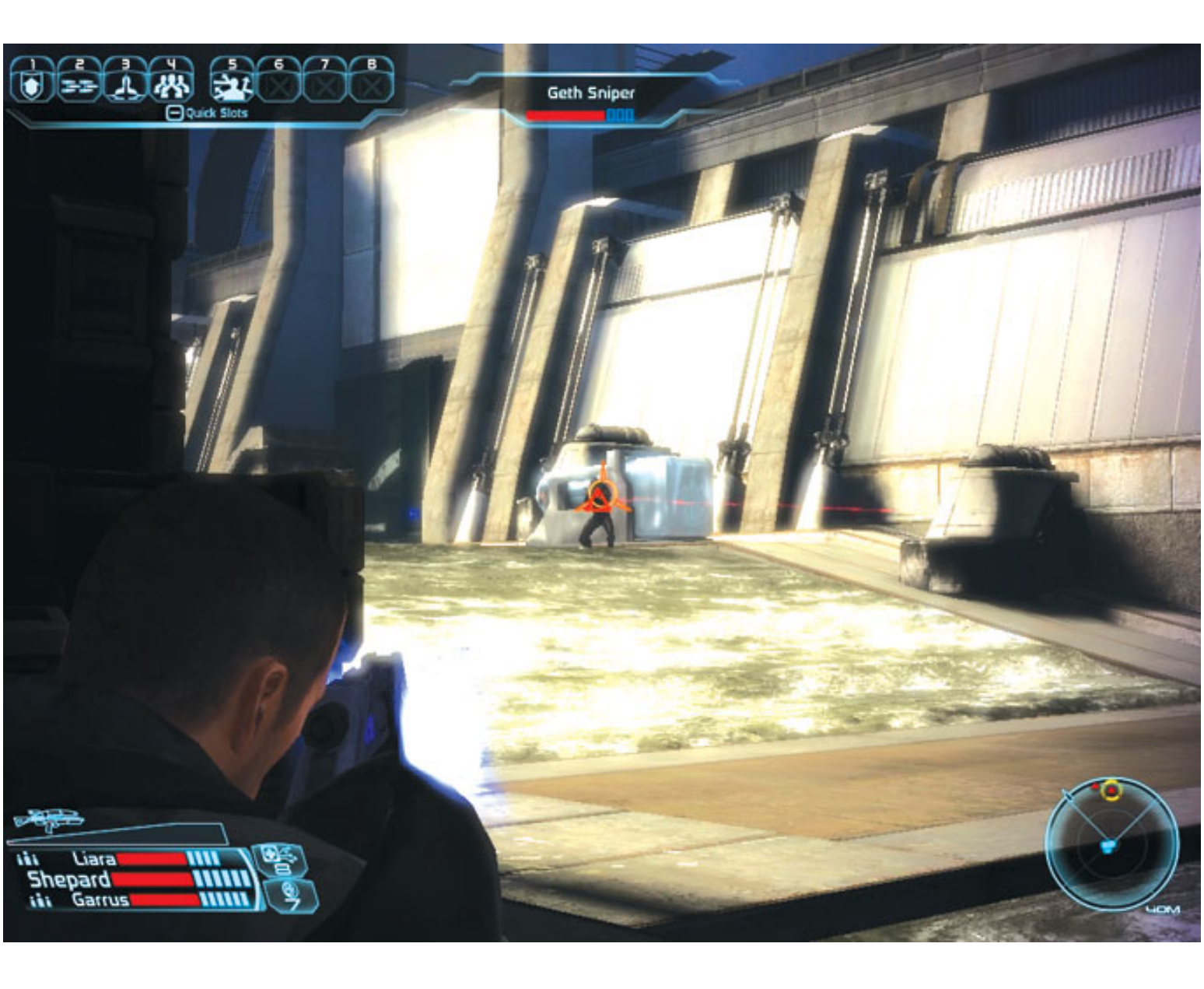
Whomever you choose not to save will die in the imminent blast. This is perhaps the most difficult decision you must make in Mass Effect. Search your heart and make your choice.

Note

If you've been pursuing a relationship with Kaidan or Ashley, you'll probably want to save your love interest. Otherwise, the choice largely depends on how valuable the squad mate is to your crew.

No matter which teammate you decide to save, know that the tone you take after making your decision can earn you a few morality points.

To the Rescue



If you chose to help the teammate near the bomb site, you must forgo the AA tower and double-back to the site. If you decided to rescue the other crew member, continue onward and use the nearby elevator to reach the AA tower.

Arriving at either location lands you in a massive battle against several powerful geth forces, including snipers, a juggernaut, and a hulking geth prime.

Tip

If you chose to return to the bomb site, fire on the many fuel tanks surrounding the area to weaken the geth forces in the explosions.

Geth Prime

Rating: Boss

Resistances: Combat, Tech

Weaknesses: None

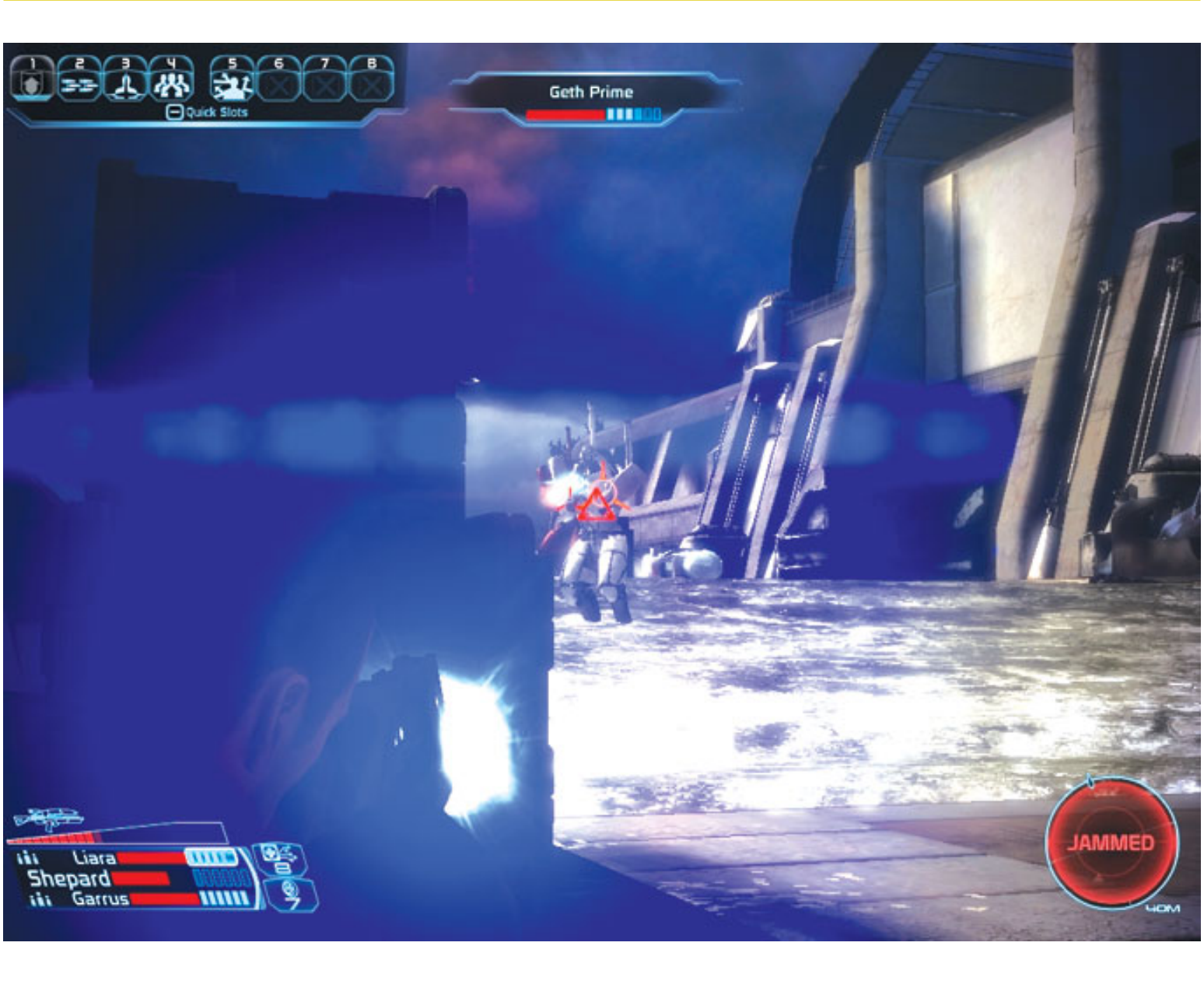
Powers:

- Combat VI
- Overload
- Damping
- Shield Boost
- Geth Barrier

Primes are the geth's ultimate combatants. They combine deadly weaponry with potent tech abilities and multiple defensive systems.

Their Combat VI ability boosts the combat abilities of all nearby geth through their networked intelligence.

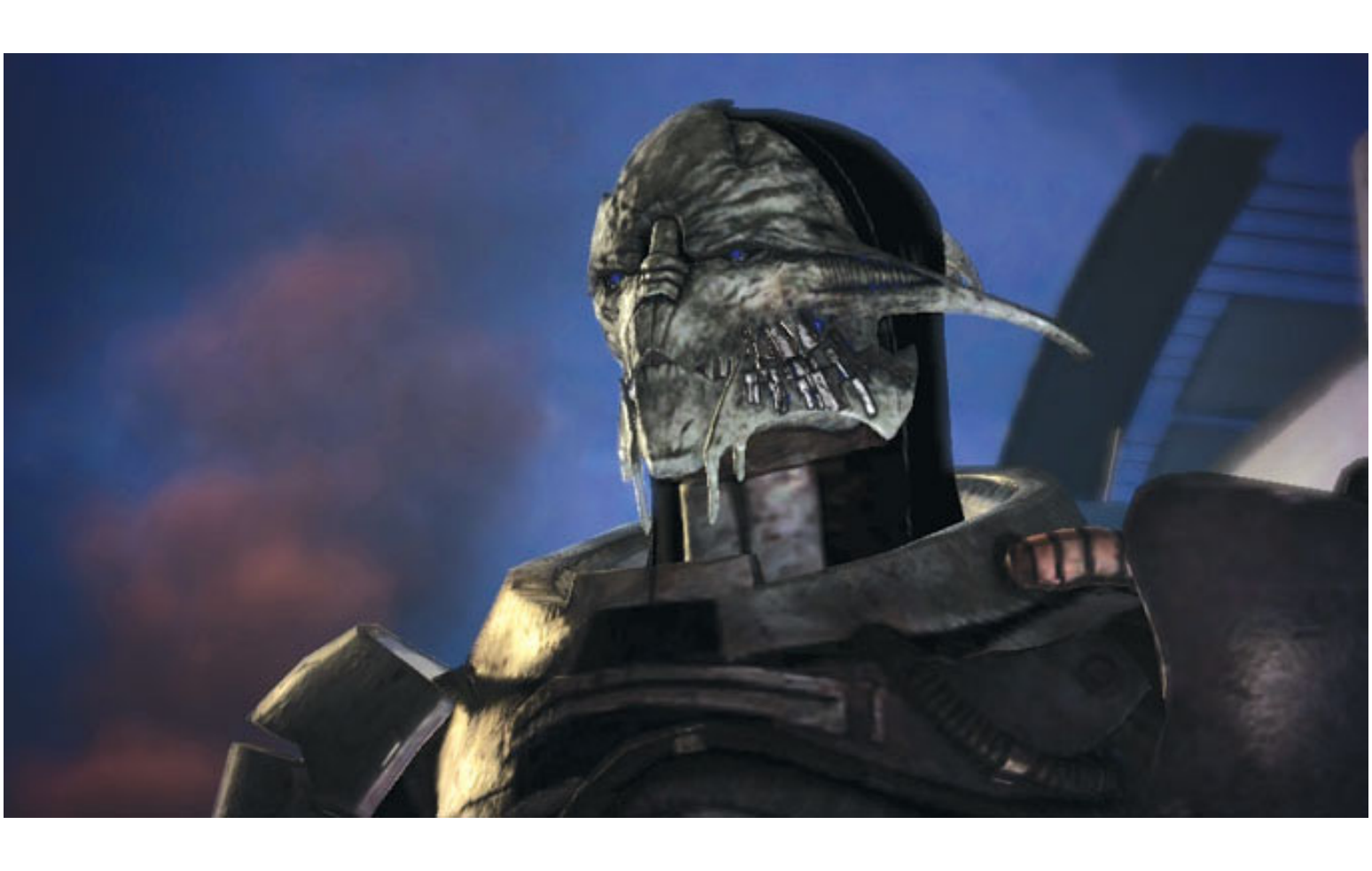
Their pulse blasts are nearly as devastating as an armature's. Shepard must pull out all the stops to annihilate these fearsome warriors, who are best battled from afar.



Put your most powerful abilities to effect and strive to destroy the geth prime and juggernaut before they can inflict much damage. Wipe out the snipers afterward to secure the area—that is, until Saren arrives.

The traitorous former Spectre zips through the sky on his awesome glider, lobbing energy projectiles at Shepard and his crew from on high. The team seeks cover and Saren halts his assault for a moment to speak with Shepard.

Question Saren to finally learn why he's been helping the geth and the Reapers: he believes bowing before the synthetics' might will actually spare him and those who serve him from their wrath.



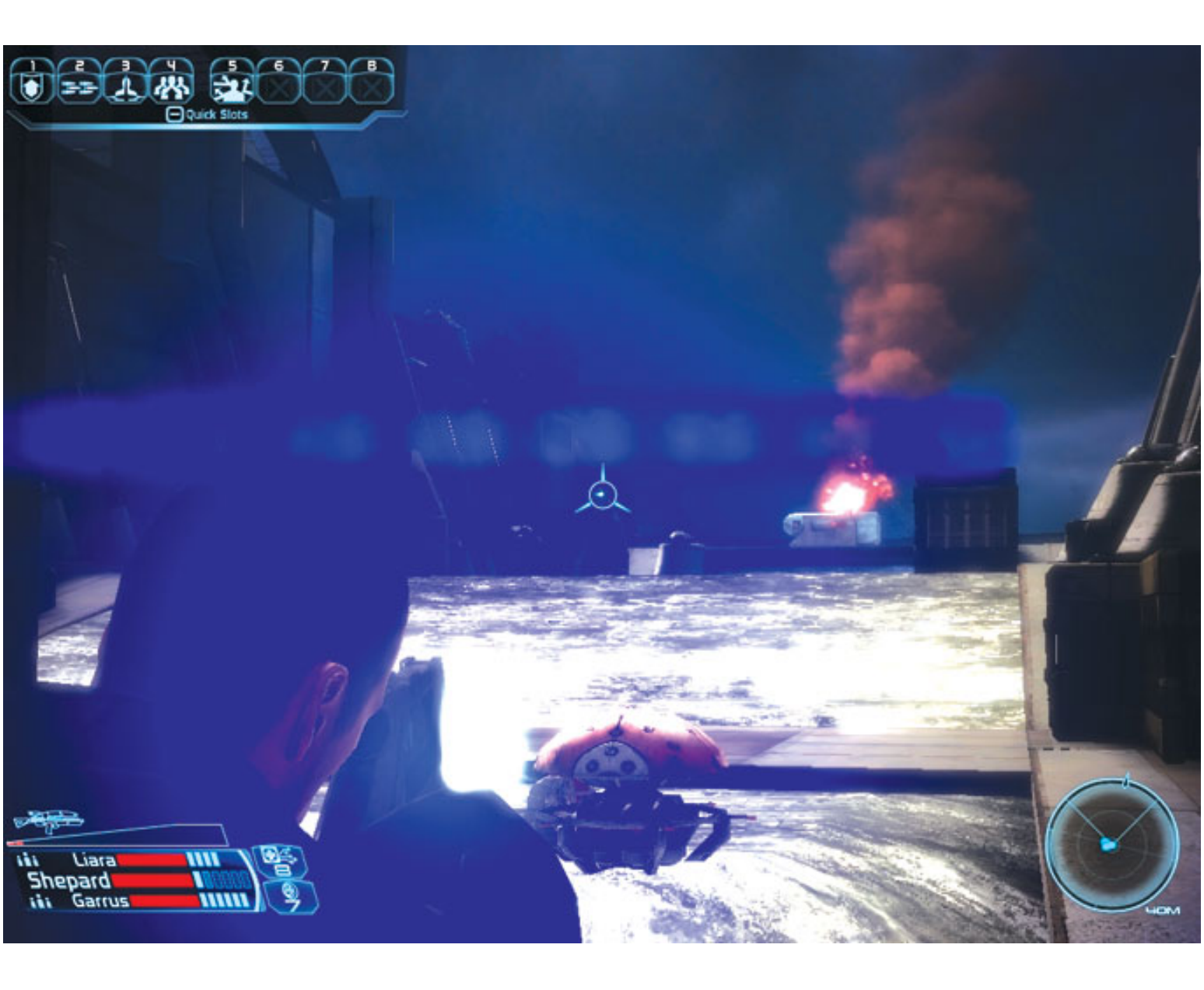
Continue probing Saren to learn that the geth view the Reapers as gods, which explains their role in the whole ordeal.

The turian won't say much about the Conduit, except that Sovereign wants it to facilitate the destruction of the galaxy's organic life.

If your skill level is high enough, Charm or Intimidate Saren to gain a few morality points when the dialogue concludes. Sadly, Saren can't be persuaded to rally against Sovereign.

Though subtle, the Reaper's indoctrination effect is strong enough to convince the turian that organic life has no hope of survival if they do not bow before the Reapers.

Showdown with Saren



Fearing Shepard's interference will doom all life to extinction at the hands of the Reapers, Saren takes to his glider once more.

The moment the battle begins, immediately seek cover behind the nearest object so you may pick shots at Saren without leaving yourself exposed to his deadly counterfire.

Employ your strongest abilities and strive to put an end to the fight before Saren can annihilate Shepard and crew.

Tip

Check your team's gear at the start of the fight and outfit them with weaponry and upgrades suitable for the battle at hand.

Remove any weapon upgrades designed to harm synthetics and install those that inflict damage to organics, or ones capable of bypassing shields.

Saren

Rating: Boss

Resistances: Biotics, Combat, Tech

Weaknesses: None

Powers:

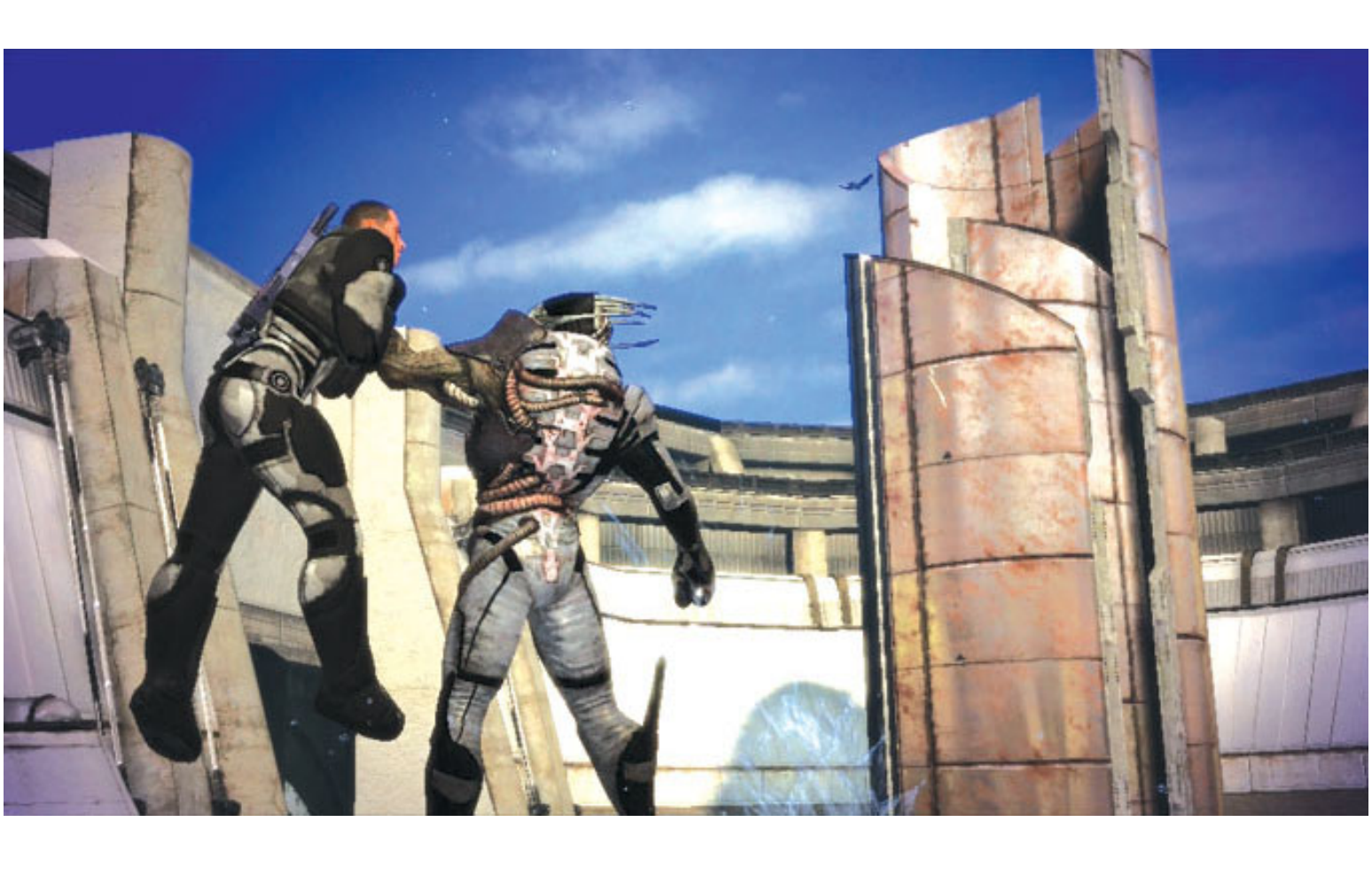
- Disruption Rocket
- Sabotage
- Damping
- Shield Boost
- Hover

A former Spectre and decorated warrior, Saren is among the most powerful and dangerous beings in the galaxy.

His abilities help him hamper and weaken his adversaries while his powerful rifle and rocket attacks obliterate them in short order.

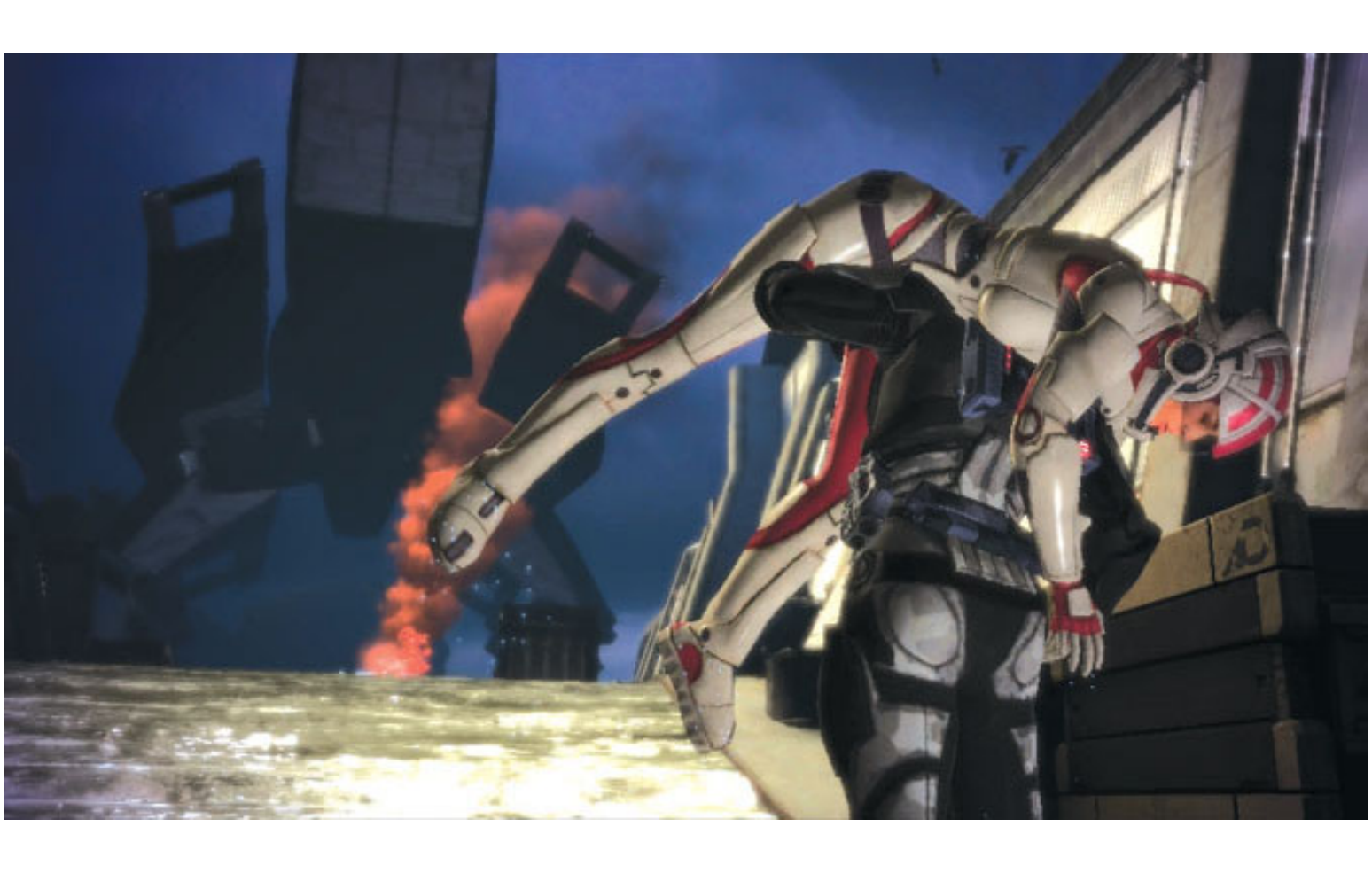
Saren's glider grants him incredible mobility, so it's important to keep moving and present a difficult target. Stick close to cover as well so you may seek shelter whenever Shepard's health or shields fall to critical levels.

Retreat!



Having suffered enough, Saren unleashes a tremendous blast and then rushes in for the kill. Shepard is able to knock the powerful turian away, and Saren decides the time has come for a tactical retreat.

Soaring off on his glider, the turian shoots Shepard one last menacing glare. The two are sure to meet again.



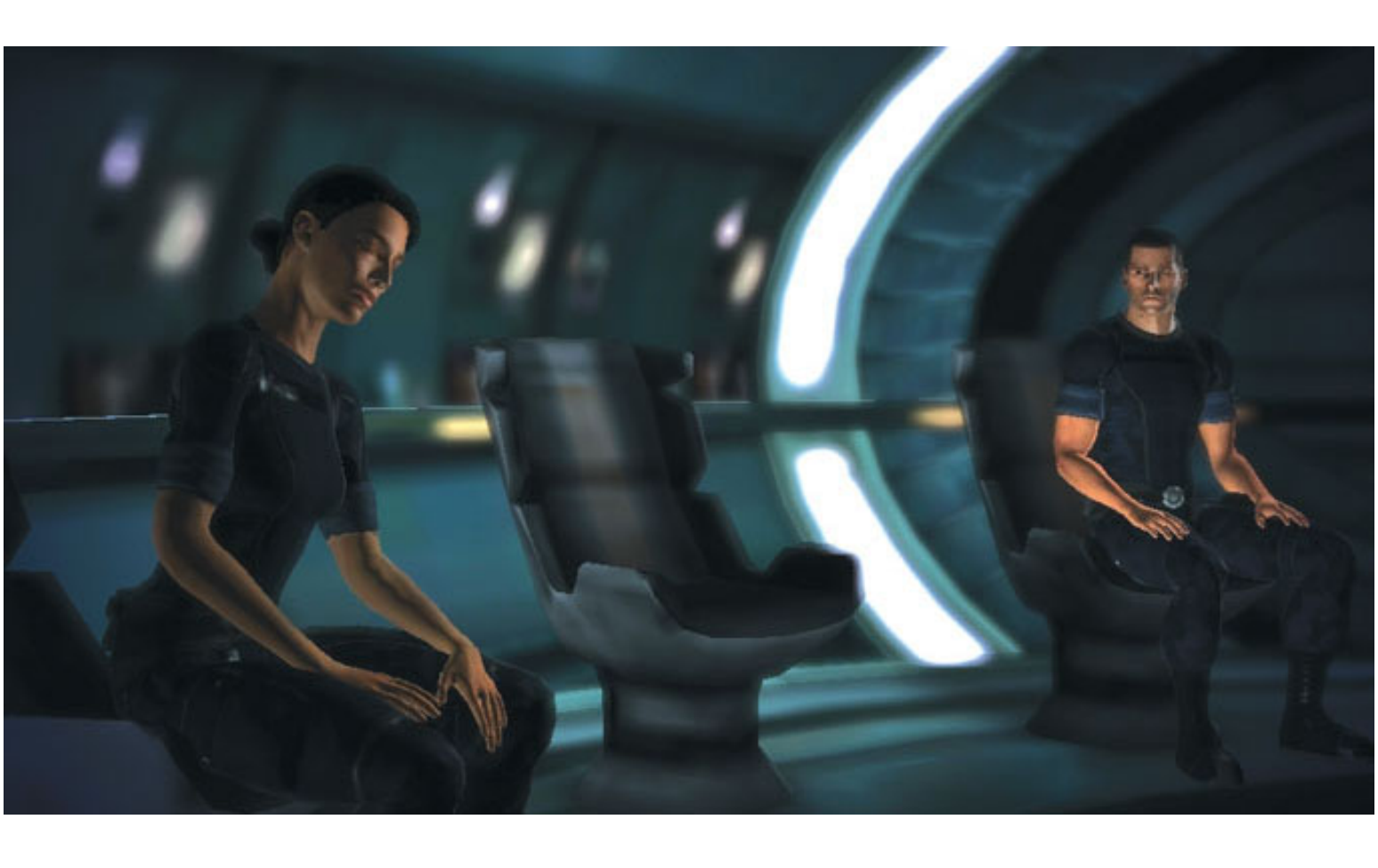
Just in the nick of time, Joker swoops down in the *Normandy* . Shepard hurries to gather up his squad and climb aboard.

The ship takes off at full speed, cruising away from Virmire just seconds before the nuke goes critical. Talk about cutting it close!

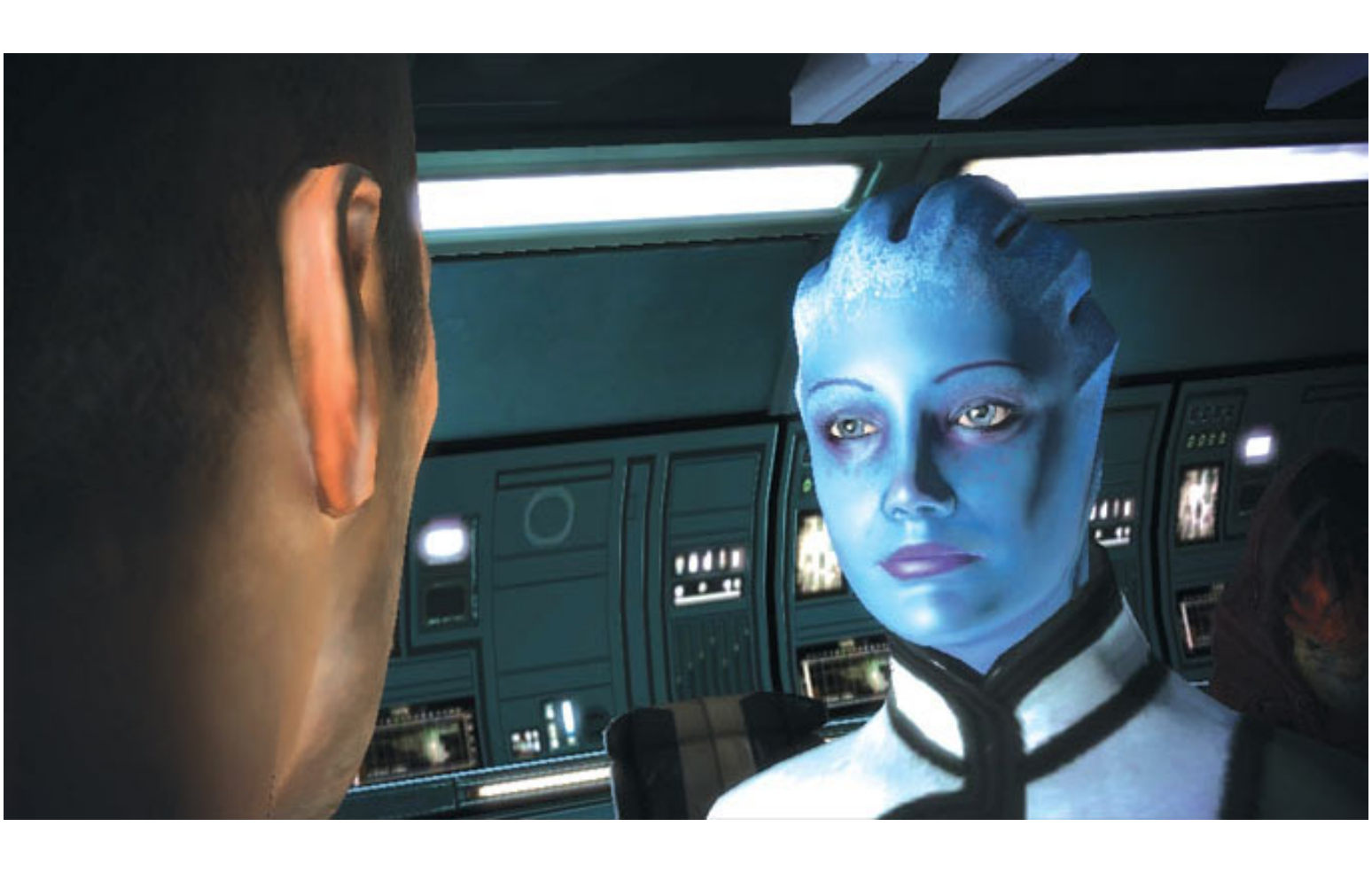
Achievement Unlocked:

Council Legion of Merit

Mission Accomplished



Safely aboard the *Normandy* , the crew mourns the loss of their fallen teammate. The responses you choose can earn you a few morality points.



Quick to change the subject to a more productive topic, Liara suggests she might be able to help Shepard make sense of the visions brought forth by the beacon they discovered in Saren's lab.

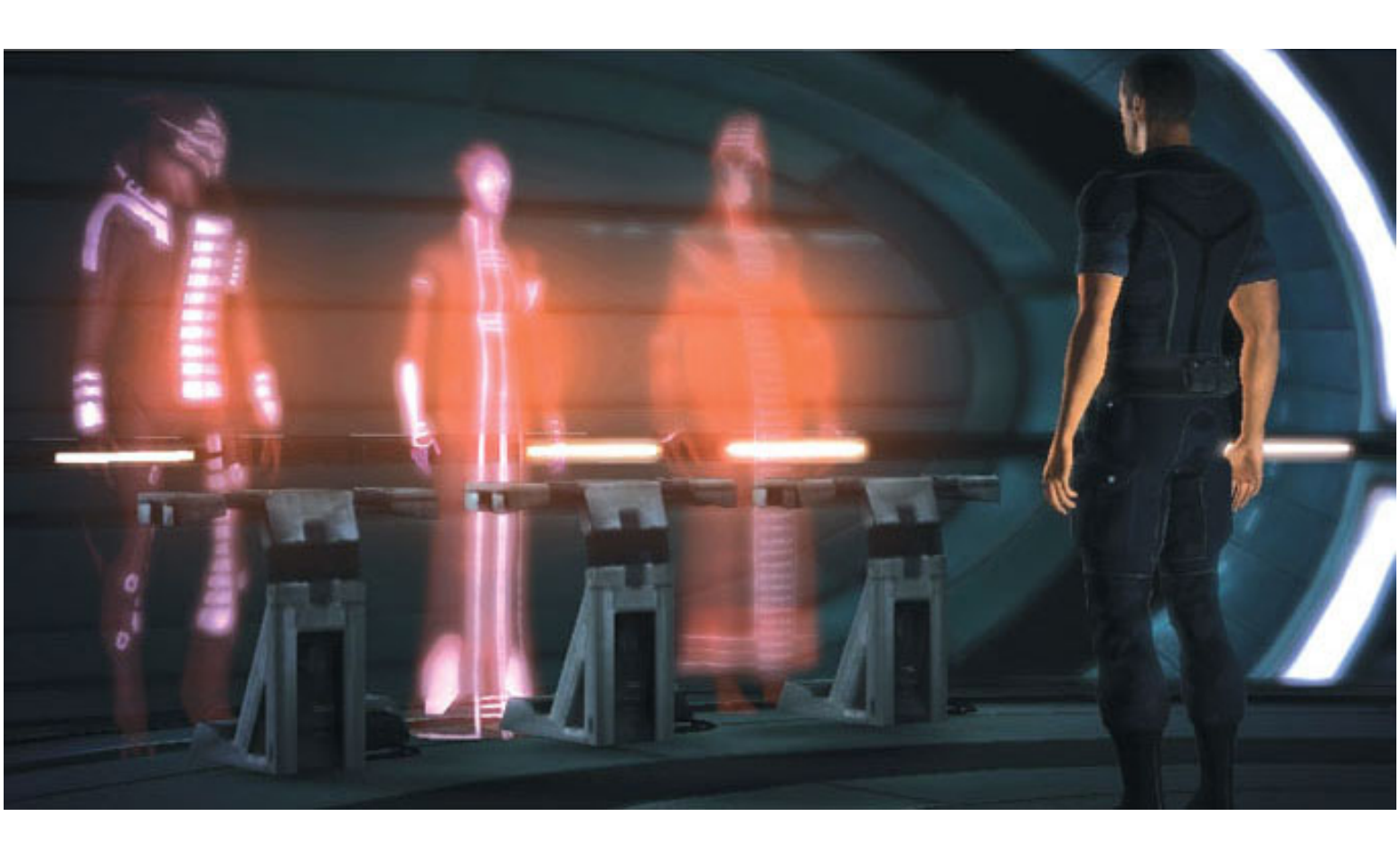
Indeed, Liara is finally able to determine the location of the mysterious Conduit: it's at a remote planet called Ilos.

Saren apparently tasked Matriarch Benezia with tracking down the lost relay node because it's the only way a ship would be able to travel to such a far-off world.

Note

This final revelation doesn't occur until you've completed all four post-Citadel plot worlds: Therum, Noveria, Feros, and Virmire.

If you've chosen to visit Virmire third in the order, you've still got one stop left to make before Shepard and Liara can learn the location of the Conduit.



Have Joker patch the Council through so you may give them a full debriefing. The Council is pleased to hear of your success at Virmire. An army of krogan would not have been easy to handle.

However, the Council isn't so quick to accept Shepard's report of a sentient doomsday machine—a Reaper—called *Sovereign* . They believe Saren is simply trying to divert Shepard's attention away from his own malevolent schemes.

Without evidence to support such wild claims, the Council is unable to take any sort of official action against the so-called Reapers.

Bringing the transmission to a close, the Council reminds Shepard that Spectres are free to investigate matters however they see fit. It seems the commander will have to go after the Conduit without the Council's aid.

Chapter 6: Lockdown

Assignments

At long last, Shepard has finally discovered the reason behind Saren's countless acts of treason and malice. It seems the former Spectre has been indoctrinated by Sovereign; a massive warship belonging to a race of intelligent synthetic beings called Reapers by the long-extinct Protheans.

Worshiped by the geth and capable of bending the minds of organic beings to serve its will, Sovereign has been using Saren to locate a device called the Conduit, an ancient and mysterious mechanism with the power to destroy all life in the galaxy.

With the help of Dr. Liara T'Soni, Shepard has finally managed to pinpoint the Conduit's location: It lies somewhere on a long-lost world called Ilos. The heroic Spectre's course is now clear: The Conduit must be destroyed.

Lockdown Assignments

Ilos is your next destination, but the Normandy must make a quick detour to the Citadel first. You have a chance of fulfilling a few new assignments while docked at the Citadel (detailed below). Any previous assignments you've yet to complete at the station are still up for grabs as well. Refer to the Spectre Assignments portion of this guide for complete details.

Lockdown Assignments

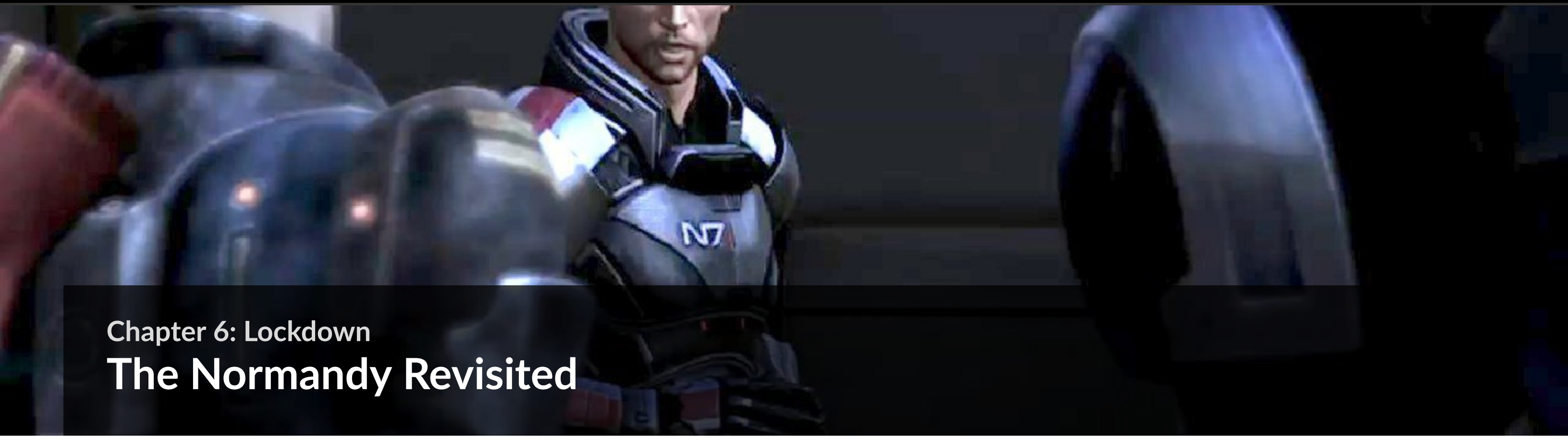
Name	Starting Location	Giver
Citadel: Our Own Worst Enemy	Citadel: Upper Wards	Charles Saracino
Citadel: Negotiator's Request	Citadel: Flux and Wards Access	Elias Keeler

Assignment-Based Codex Entries

Choosing to pursue the assignments listed above can earn you the following entries for your Codex.

Secondary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Humanity and the Systems Alliance	Terra Firma Party	Citadel: Upper Wards	Dialogue	Charles Saracino	None



Chapter 6: Lockdown

The Normandy Revisited

Explore the Normandy as you've done before, speaking with crewmates to gain additional insights and Codex entries. You'll find the remnants of Captain Kirrahe's team huddled within the engineering level; chat with them to welcome them aboard.

Amazingly, Commander Rentola has somehow managed to extract his supplies from Virmire, and he offers a whole new selection of goods to sell. Talk about a dedicated salesman!

Note

Commander Rentola only carries his wares if you were successful in assisting Captain Kirrahe's attack teams during your raid on Saren's base at Virmire.

Note

As before, all crew members can be found in their usual haunts in the Normandy, with the exception of either Ashley or Kaidan (depending on which squad mate you chose to sacrifice on Virmire).
Wrex also may no longer be present if you killed him at the salarian campsite. No new Codex entries are available through inspection of the ship, so we've left out her maps. You should know the Normandy like the back of your hand by now!

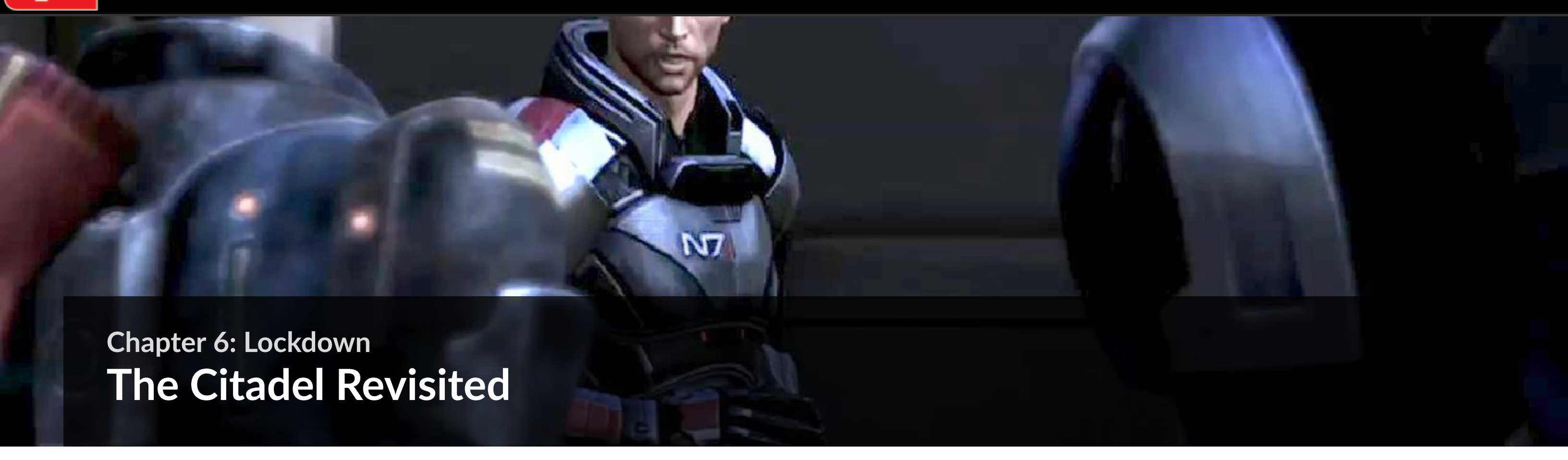
Note

You don't have the opportunity to woo your favorite squad mate aboard the Normandy this time around (assuming that person is still living). The need to stop Saren is all-consuming.

Normandy Codex Entries

Secondary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Aliens: Council Races	Turians: Religion	Normandy: Engineering	Dialogue	Garrus	Must first complete Garrus: Find Dr. Saleon assignment



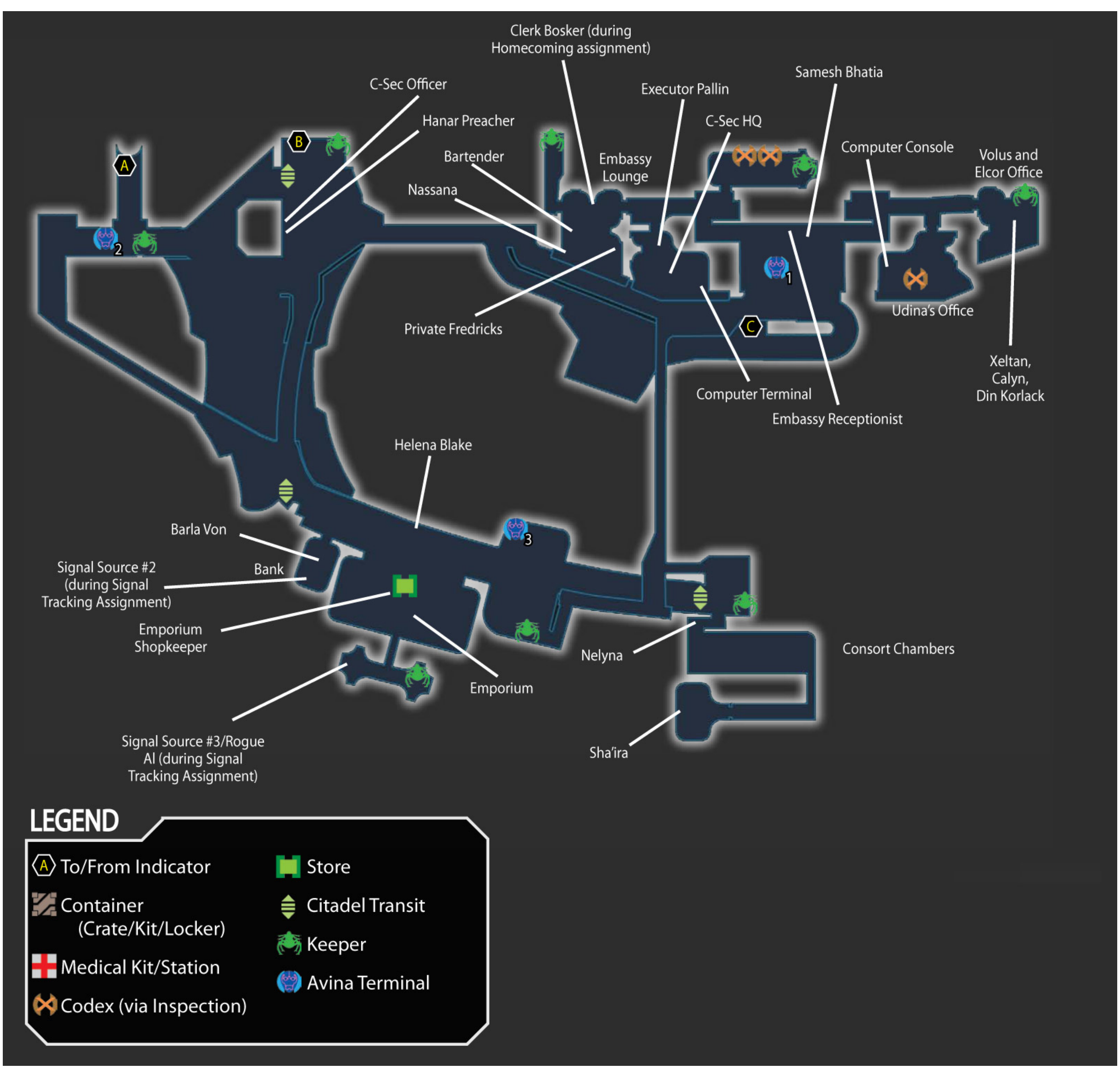
Chapter 6: Lockdown

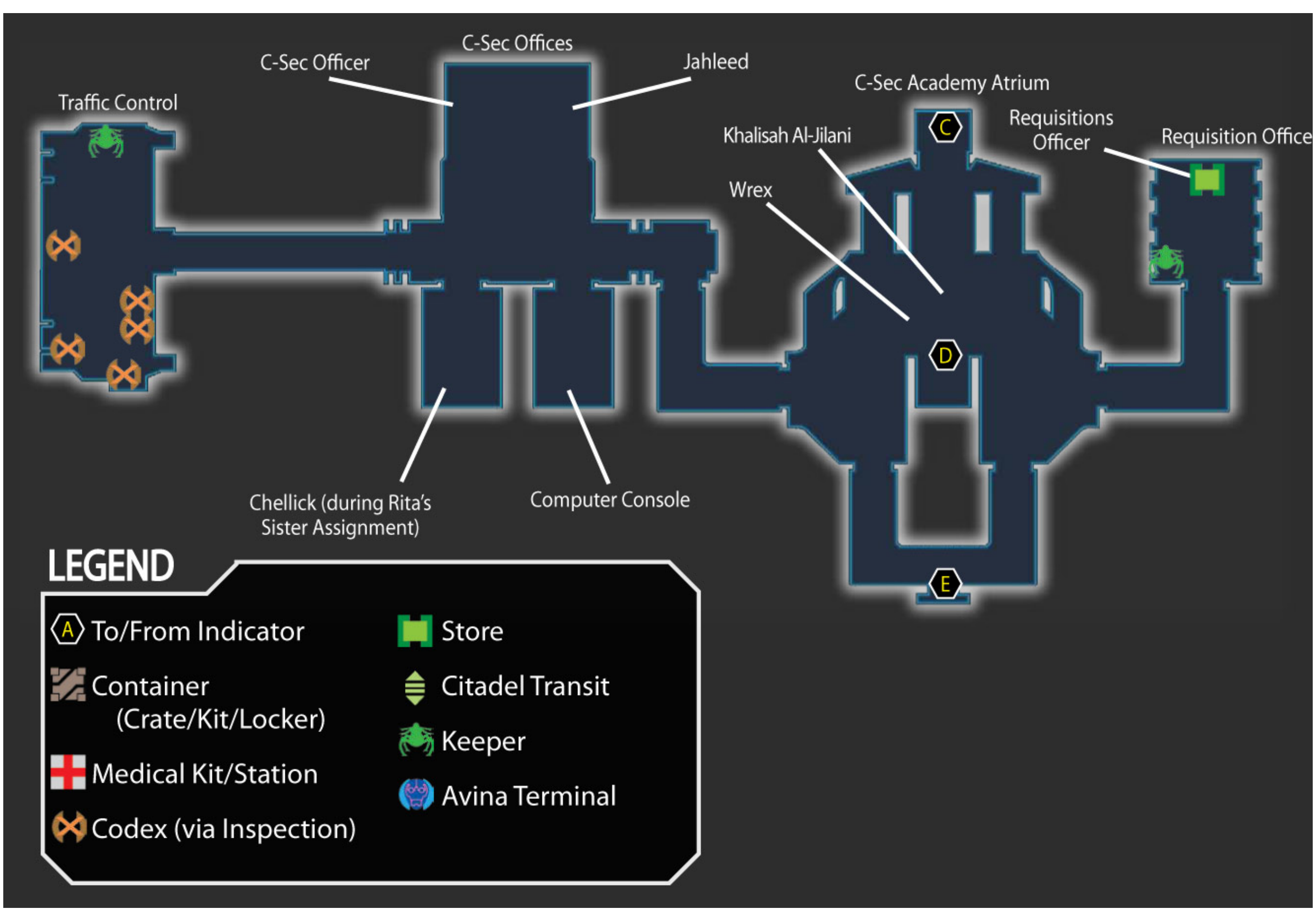
The Citadel Revisited

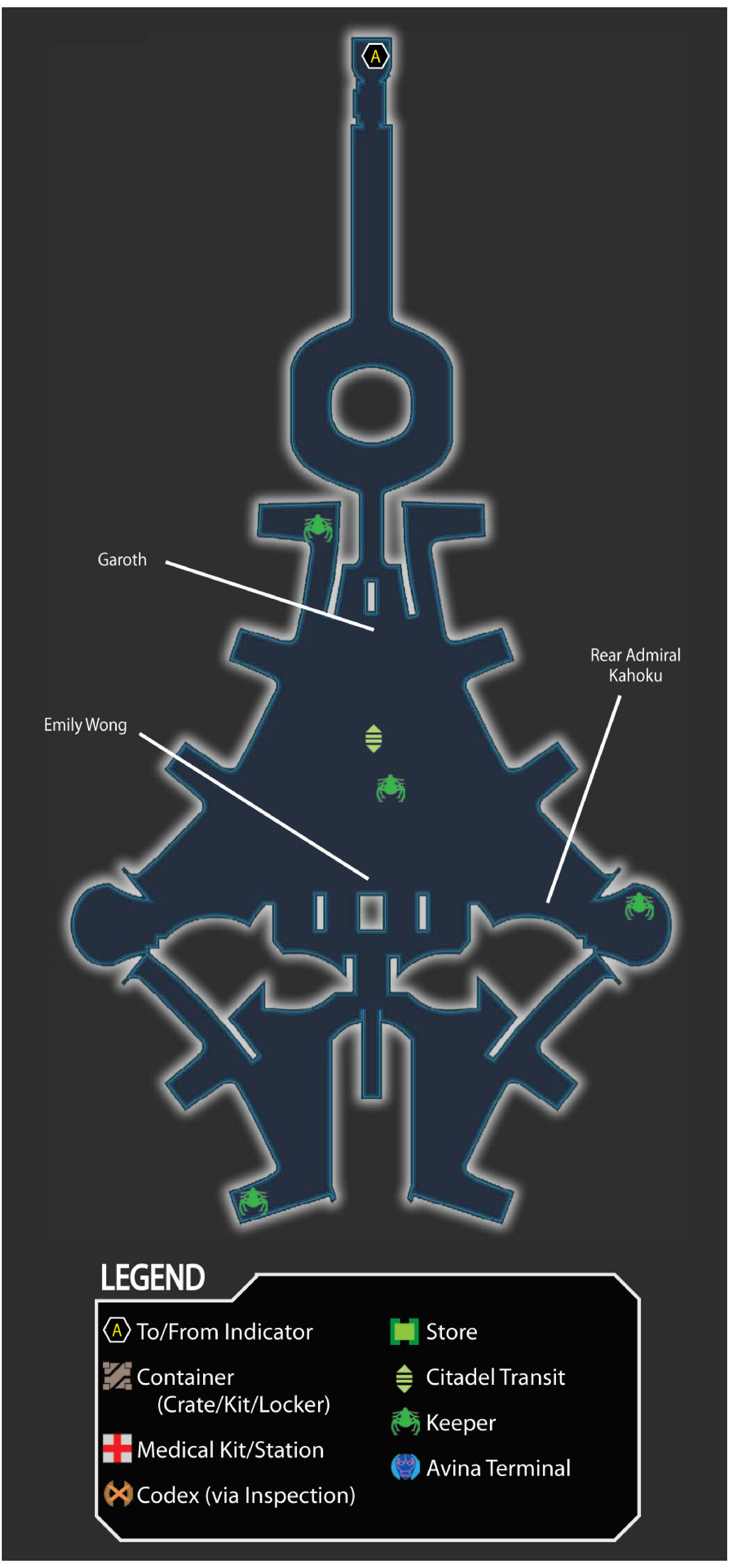
Saren must be stopped, but the Normandy must make a quick trip to the Citadel before that can happen. This brief interlude offers you the chance to tie up any loose ends at the station before venturing out to save the galaxy. Complete those assignments, browse the stores, and take full advantage of your time here.

Note

The following maps reveal the locations of all characters and objects of interest about the Citadel. Depending on the assignments you've completed during past visits to the station, some of these characters and objects may no longer be present, or may have moved to a different location. Please keep this in mind when examining the Citadel maps.


Clerk Bosker (during Homecoming assignment)
C-Sec Officer
Executor Pallin
Samesh Bhatia
Hanar Preacher
C-Sec HQ
Bartender
Embassy Lounge
Computer Console
Volus and Elcor Office
Nassana
A
B
2
1
Udina's Office
Private Fredricks
C
Xeltan, Calyn, Din Korlack
Computer Terminal
Embassy Receptionist
Helena Blake
Barla Von
3
Signal Source #2 (during Signal Tracking Assignment)
Bank
Emporium Shopkeeper
Consort Chambers
Nelyna
Emporium
Signal Source #3/Rogue AI (during Signal Tracking Assignment)
Sha'ira
LEGEND
To/From Indicator
Container (Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Store
Citadel Transit
Keeper
Avina Terminal

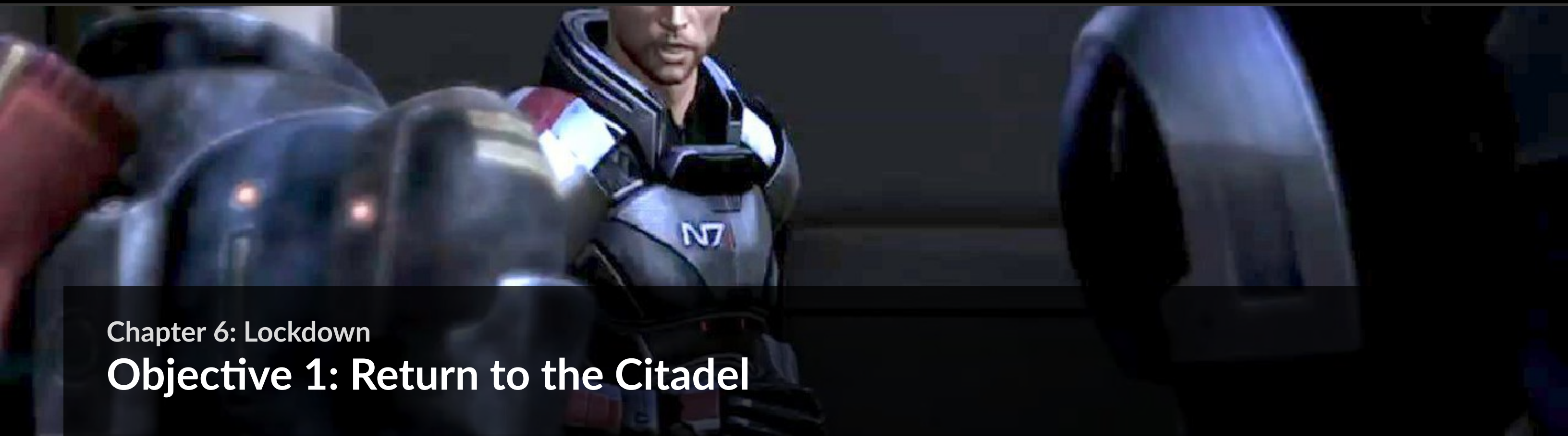

C-Sec Officer
C-Sec Offices
Jahleed
Traffic Control
C-Sec Academy Atrium
Khalisah Al-Jilani
C
Requisitions Officer
Requisition Office
Wrex
D
Chellick (during Rita's Sister Assignment)
Computer Console
E
LEGEND
To/From Indicator
Container (Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Store
Citadel Transit
Keeper
Avina Terminal


A
Garoth
Rear Admiral Kahoku
Emily Wong
LEGEND
To/From Indicator
Container (Crate/Kit/Locker)
Medical Kit/Station
Codex (via Inspection)
Store
Citadel Transit
Keeper
Avina Terminal

Docking Bays Codex Entries

Secondary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Ships and Vehicles	Weapons: Ablative Armor	Citadel: Docking Bays	Inspection	Normandy Hull	None



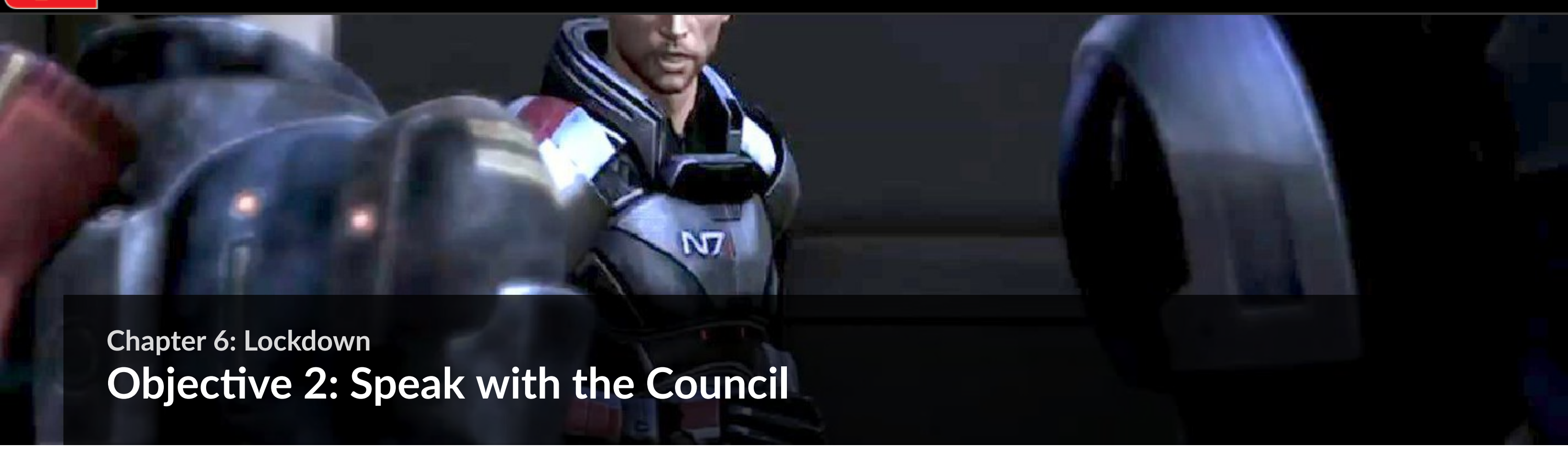
Chapter 6: Lockdown

Objective 1: Return to the Citadel

Change of Plans

After making your post-mission run through the Normandy, approach the galaxy map to get moving. Before Shepard can set a new heading, Joker radios in from the helm. He says Ambassador Udina has big news: The Council is massing a joint-species fleet to combat Saren and the geth.

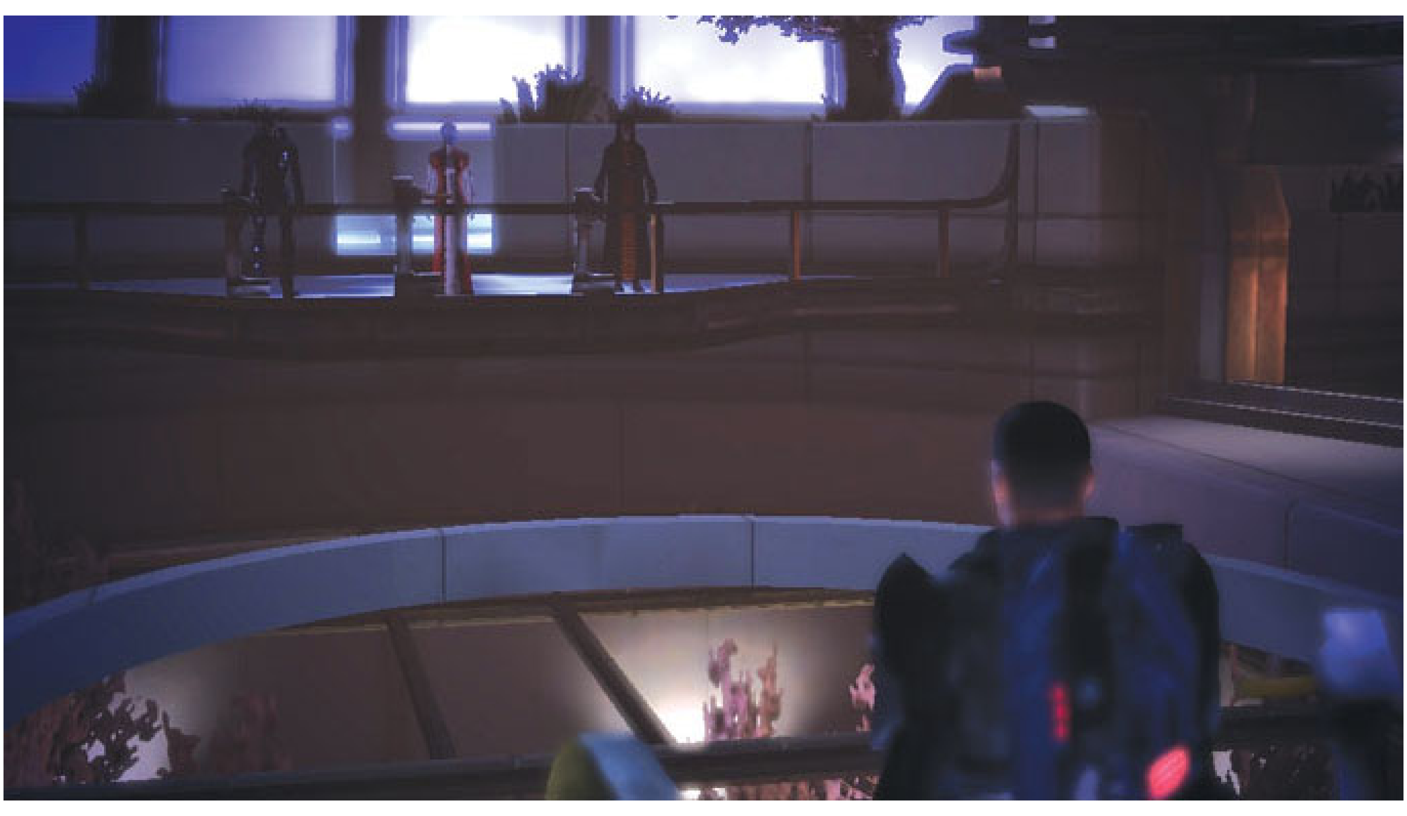
They'd all like the Normandy to dock at the Citadel so she can join the galactic armada. Shepard is thrilled at the news and orders the Normandy back into dock with Citadel station.



Chapter 6: Lockdown

Objective 2: Speak with the Council

Too Good to be True



Arriving at the station, Shepard is escorted directly to the Council chambers. The board is pleased with all that their human Spectre has done, and they inform Shepard that they're intent on defending the Citadel against any possible attack by Saren.

Taken aback, Shepard informs the Council that such a defensive posture isn't enough. Saren is on his way to access the Conduit as they speak. Unfortunately, the Council has no intention of making any move toward Ilos. They reason that sending a fleet so far into the Terminus Systems would only serve to invite a full-scale war.

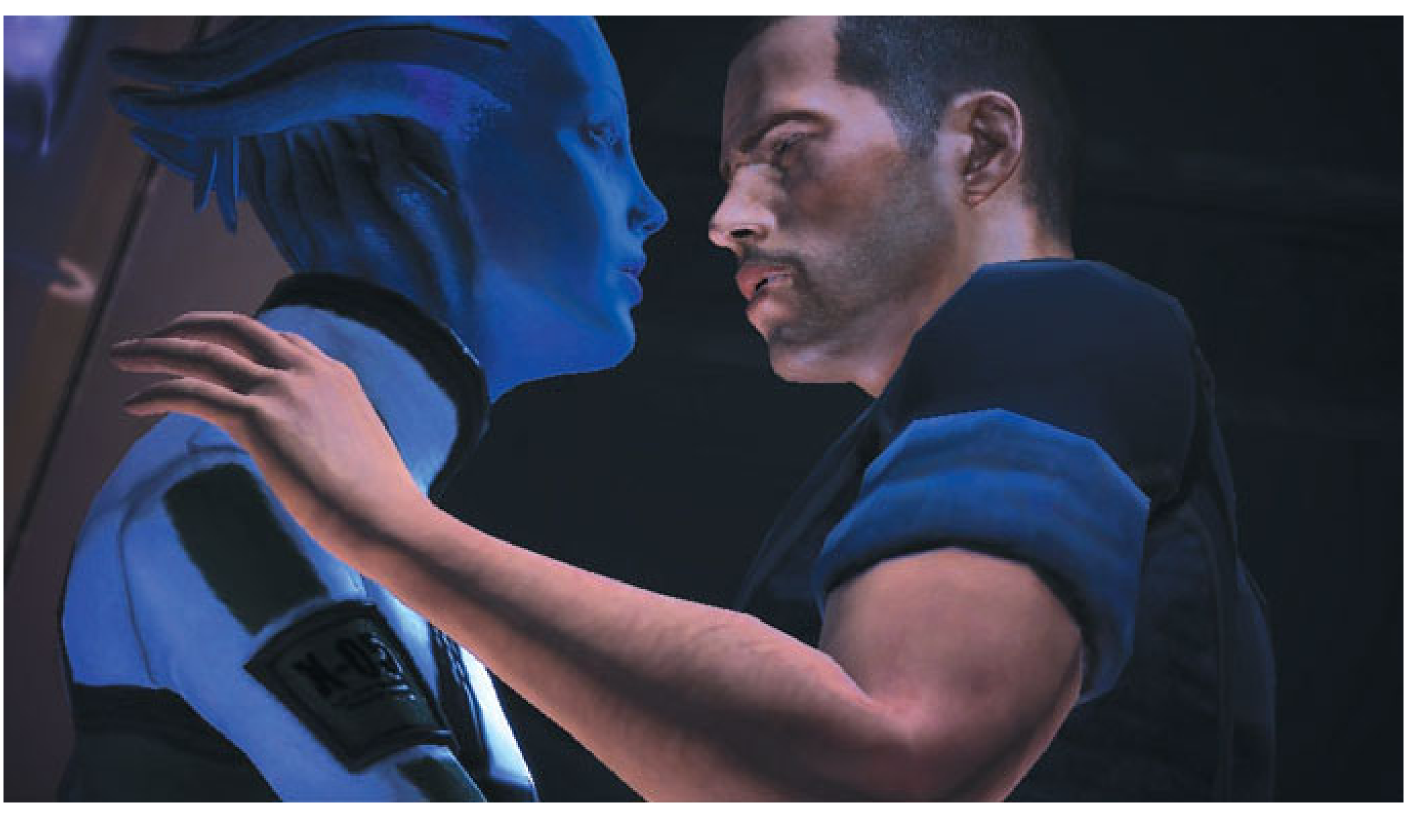
Shepard pleads with the Council to at least let the Normandy venture to Ilos alone. The board won't hear of it, however. While their Spectre's actions in the Traverse have served them well, detonating nukes within the Terminus Systems simply won't do. Having no proof to call into consideration, the Council is unable to believe in anything Shepard says regarding Reapers or Conduits. They insist Saren is simply manipulating his rival into making a false move, and they deny the Spectre's request.

Quick to put the matter to rest, Ambassador Udina interjects. He says Shepard has done much for humanity lately, but agrees with the Council that the journey to Ilos is completely out of the question. In fact, Udina has already ordered the Normandy into a state of full lockdown: all of her systems have been taken offline. For all intents and purposes, the Spectre has been grounded.

A New Hope

Back aboard the Normandy, Shepard has a momentary loss of control. The commander slumps down on the floor near his locker, feeling incredibly defeated. How could the Council be so blind? They're gambling with the lives of the entire galaxy—and they're going to lose.

Before long, a squad mate shows up to give their commander a pep talk. The squad mate offers the Spectre a hand up off the floor, and the two share an intimate moment together, gazing deeply into each other's eyes.



Note

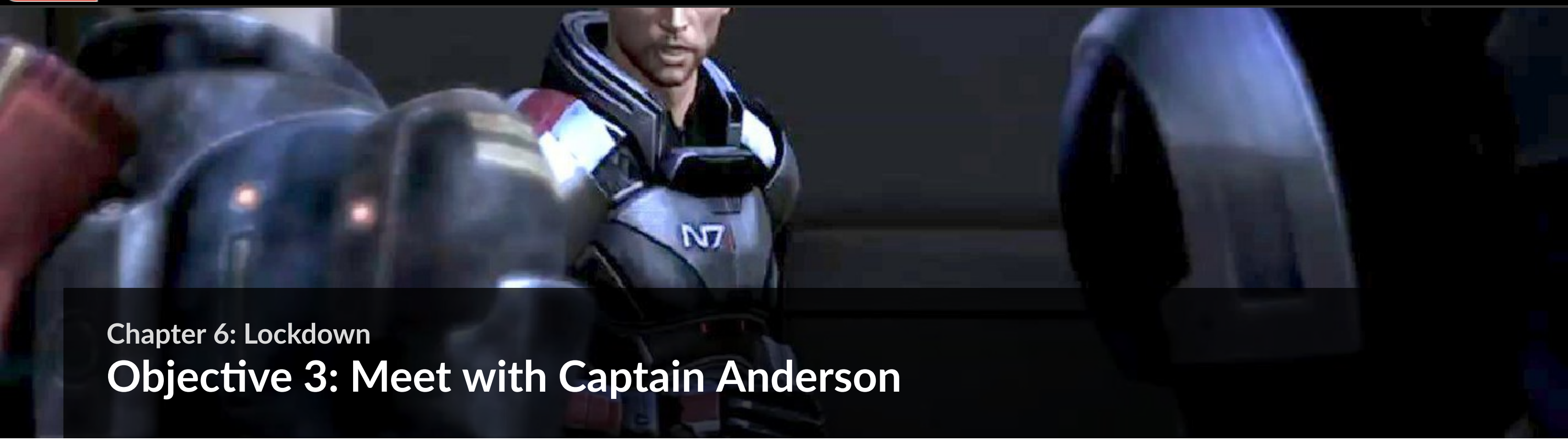
The squad mate who comes to Shepard is the one with whom the Spectre is becoming intimately involved. If Shepard has no love interests, Joker contacts him and the plot advances as normal.

The mood is shattered when Joker's voice echoes through the ship's comm system. He informs Shepard that Captain Anderson has contacted the Normandy and would like a word with his former XO. Joker says the captain will be waiting for Shepard at Flux, one of the Citadel's more infamous clubs. Shepard wastes no time in assembling an away team; the captain most likely knows what's going on and must have something important to say.

Caution

Alert! This lockdown period at the Citadel is your last chance to complete any outstanding assignments that transpire here at the station. The Assignment boxes at the start of walkthrough chapters 1 (The Citadel) and 3 (Noveria) list all the optional side tasks that can be completed at the station.

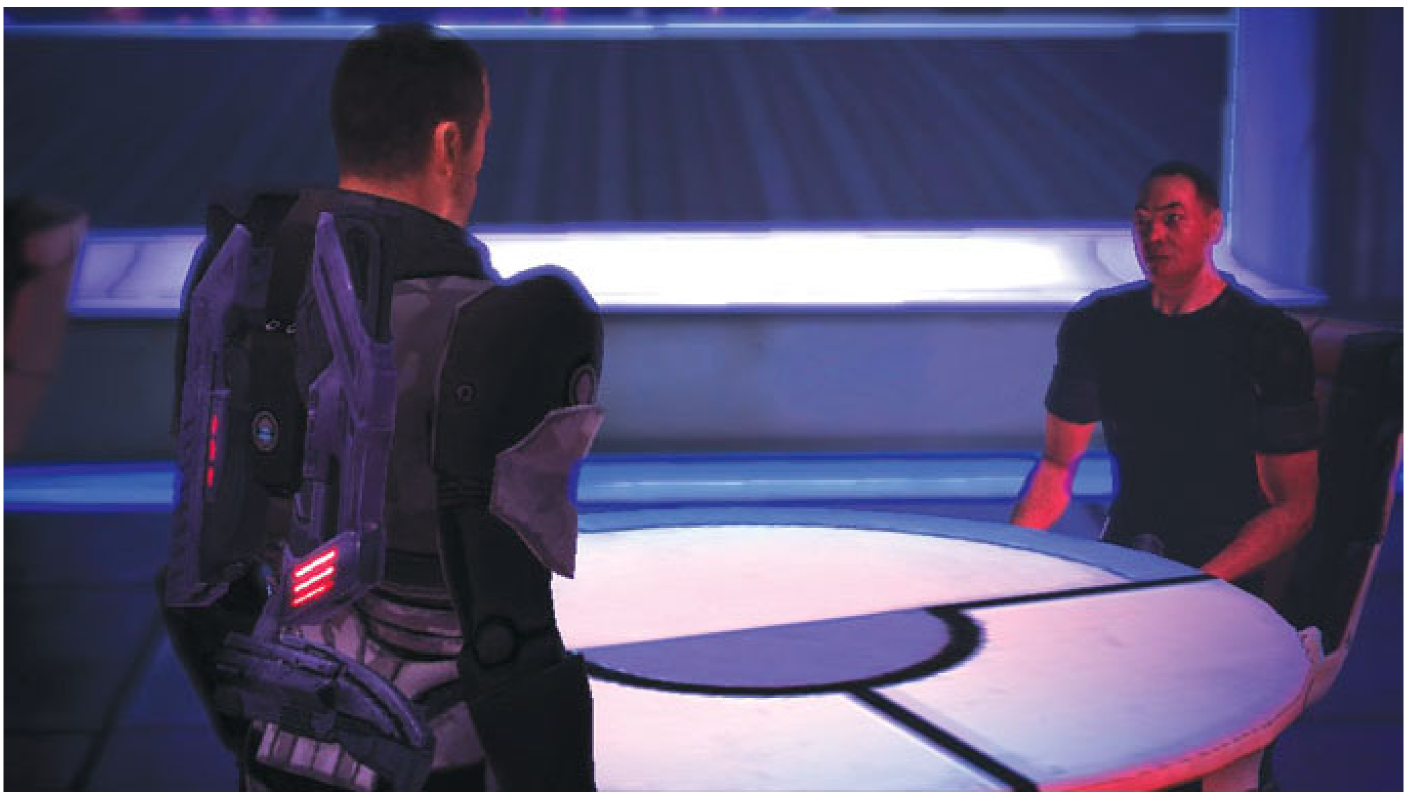
If you haven't yet completed them, you'll find that many of those tasks are still available, at least all of the ones that don't require Shepard to leave the station and return. In addition, two new Citadel assignments are now up for grabs. See the Assignment box at the start of this walkthrough chapter for details.



Chapter 6: Lockdown

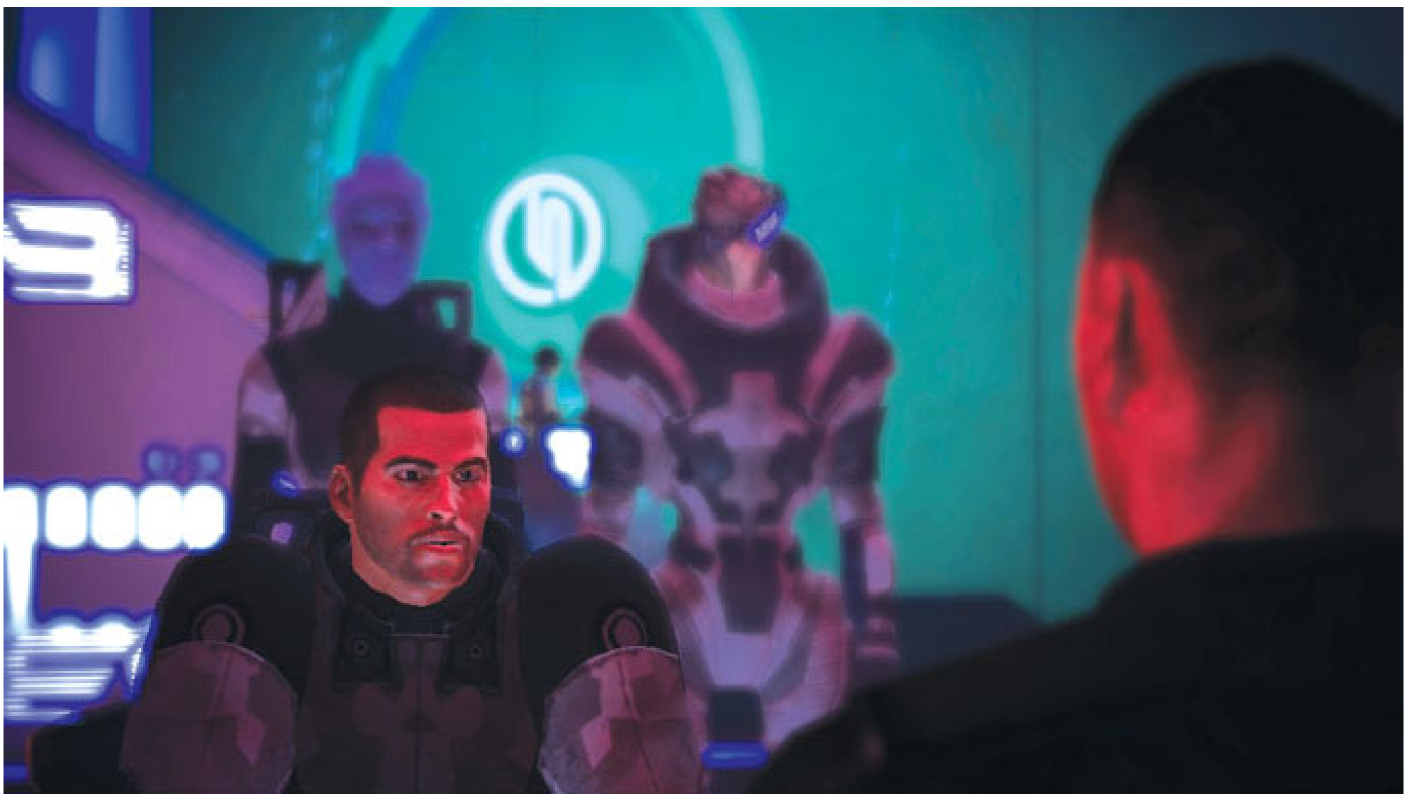
Objective 3: Meet with Captain Anderson

Meeting the Captain



When you're ready to get going, head to Flux and find Captain Anderson sitting alone at a table near the bar. Anderson expresses regret over the Council's recent decision and urges Shepard not to give up. He hints that they could lift the locks on the Normandy's systems if only they were able to override Ambassador Udina's orders.

Shepard likes the idea, but is afraid to put the captain at risk; such a bold maneuver would certainly carry severe consequences. Anderson reminds his former XO that to fail to pursue Sovereign would mean the destruction of all life. Given the options, the two see no other possible course of action.



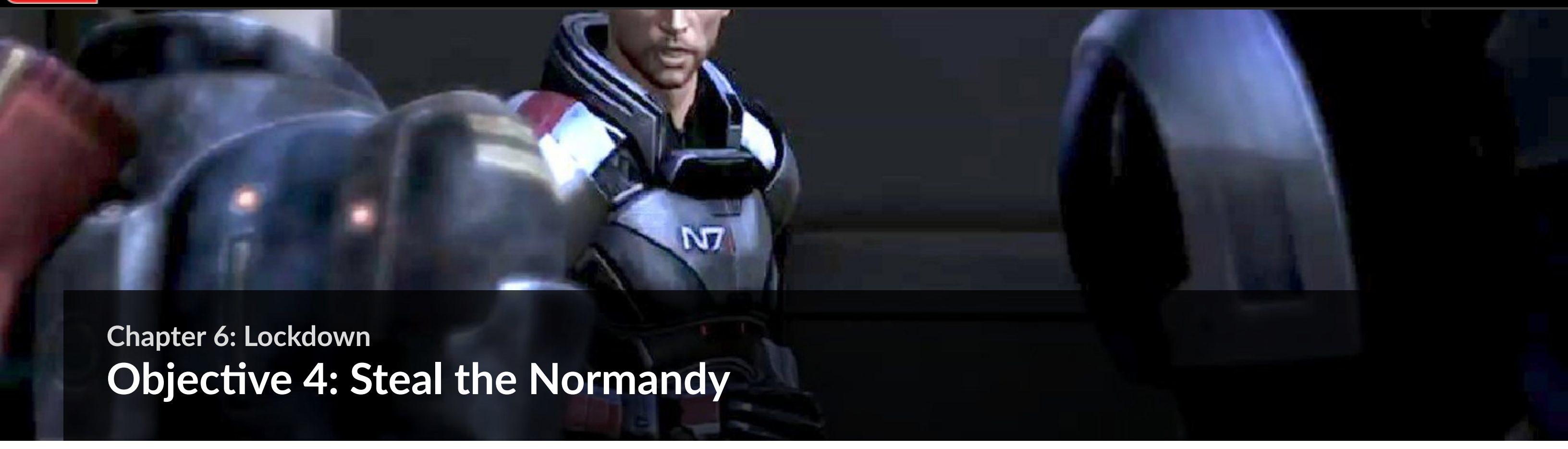
Anderson poses two choices to Shepard: either unlock the Normandy from one of the consoles at the Citadel control, or hack Udina's office computer to override the lockdown order from there. Both proposals carry great risk for Shepard and for Anderson. Weigh the options and make your choice, then tell the captain you're ready to move out.

Note

The only real result of this decision is the cutscene that follows: Anderson will either infiltrate Citadel control, or he'll break into Udina's office and knock the ambassador out cold. Both plans are successful in freeing the Normandy from lockdown. We think we know which one you'll choose.

Tip

If you'd like to spend a bit more time at the station, tell Anderson to hold on before executing the plan.



Chapter 6: Lockdown

Objective 4: Steal the Normandy

And We're Off

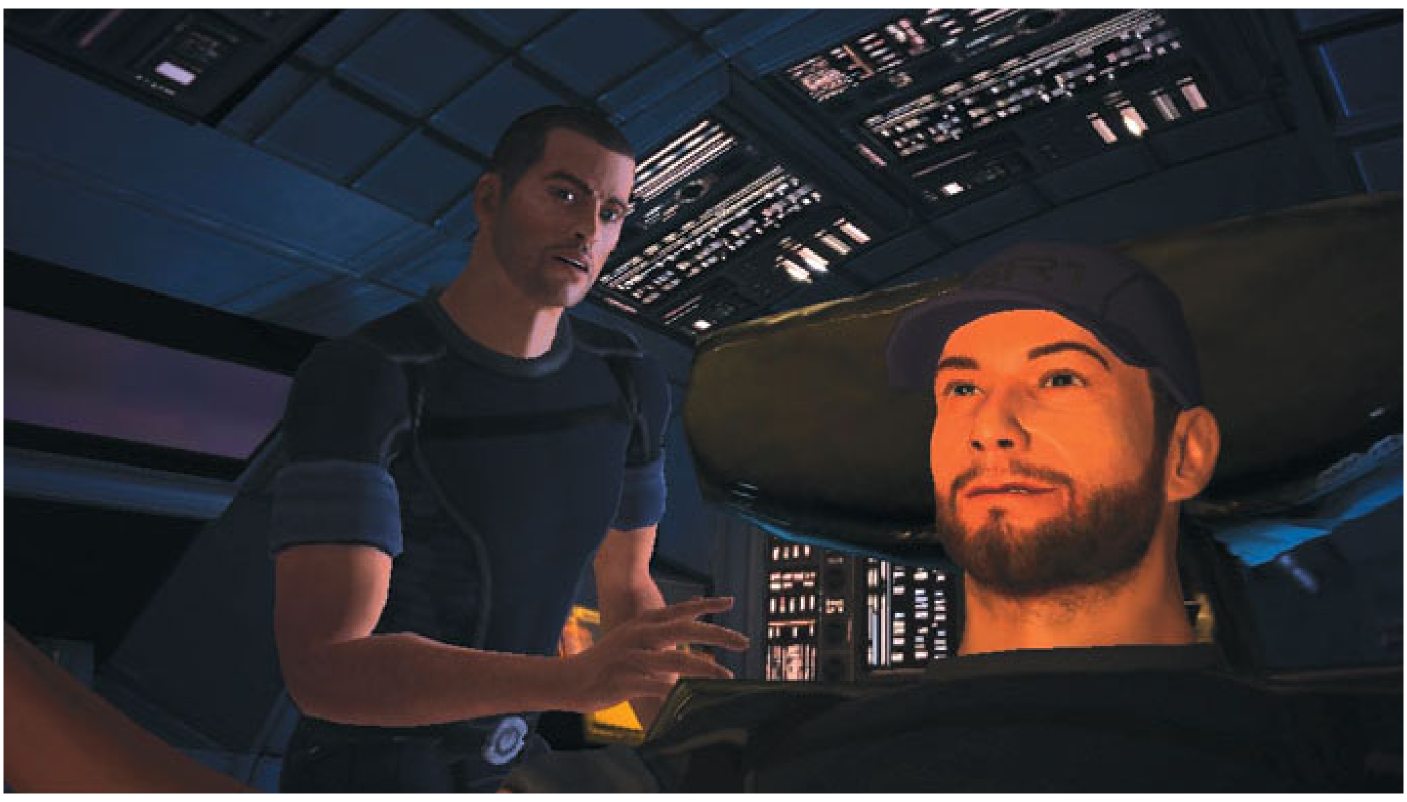
After Shepard decides on a course of action, Captain Anderson leaves the club to carry out his part of the deal. Head directly for Citadel Security and use the central elevator to reach the docking bays. The transit terminal just outside of Flux is the fastest way to reach C-Sec. When you finally reach the docking bay, enter the Normandy via the airlock.

Tip

If you haven't been back to the Citadel since your initial visit, have a look at your ship's exterior to acquire a few new Codex entries.

Just as Shepard boards the Normandy, Captain Anderson fulfills his part of the plan. The cutscene you're treated to varies depending on which scheme you settled upon. Both plans are successful, and the Normandy's systems are soon brought online.

Saren must be stopped, no matter the cost. Seeing the helm controls come online, Shepard wastes no time in handing down the take-off order to Joker. They've lost enough time playing games with the Citadel's bureaucrats. The time has come for action.



Chapter 7: Ilos

Assignments

The Council has made their position quite clear. They do not believe in the Reapers, nor have they any intention of sending their fleet into the Terminus Systems to prevent Saren from accessing the Conduit.

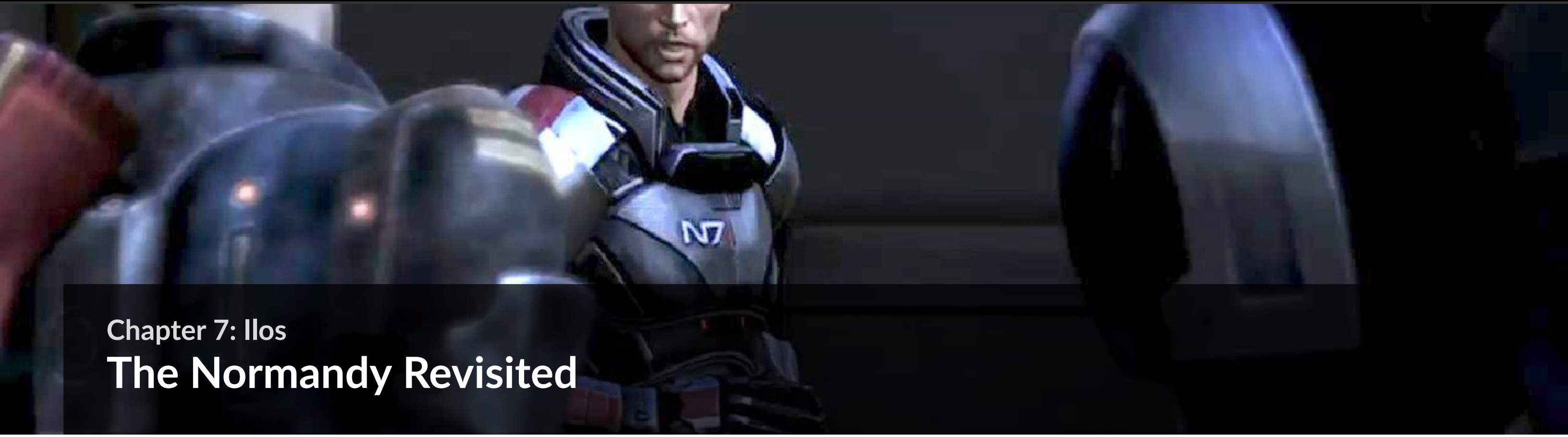
Forced to disobey a direct lockdown order, Commander Shepard has stolen the Normandy from the Citadel's docking bays and is now locked in a frantic race against time.

The stakes couldn't be higher; the Spectre must reach Ilos and destroy the Conduit before Saren uses it and dooms all life in the galaxy to utter annihilation.

Assignments: Last Call

This final moment in space marks your last chance to venture out and complete any optional assignments you've yet to fulfill.

Ilos and the Conduit aren't going anywhere, so consider completing any remaining side tasks before moving forward.



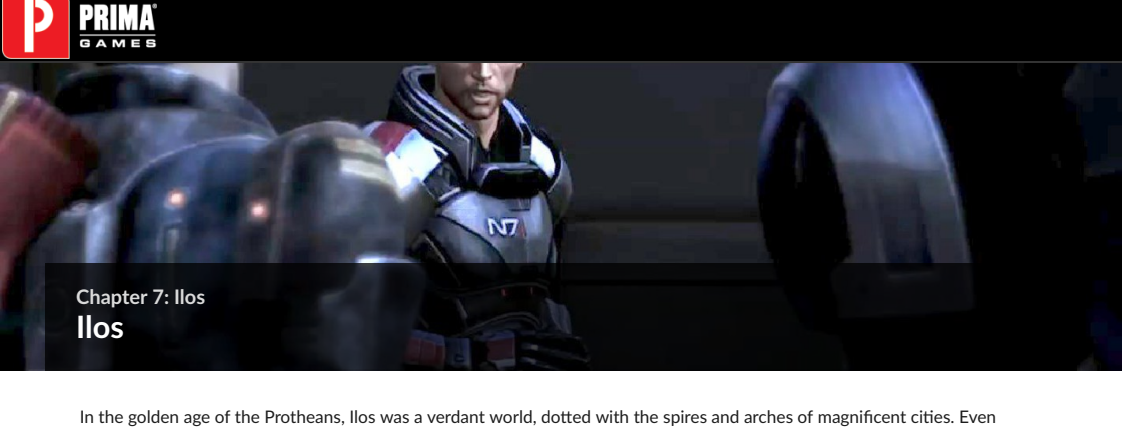
Chapter 7: Ilos

The Normandy Revisited

No one aboard ship can believe what their commander has done, but they know exactly why Shepard has stolen the *Normandy*. Chat with the crew, who all stand at their usual spots, to find they're all behind you.

No new Codex entries can be gained through investigation or dialogue aboard the *Normandy* at this time, and the salarians led by Captain Kirrahe disembarked back at the Citadel.

The ship's Req Officer still has wares to sell, of course, and you may find some new gear stashed within Shepard's locker.

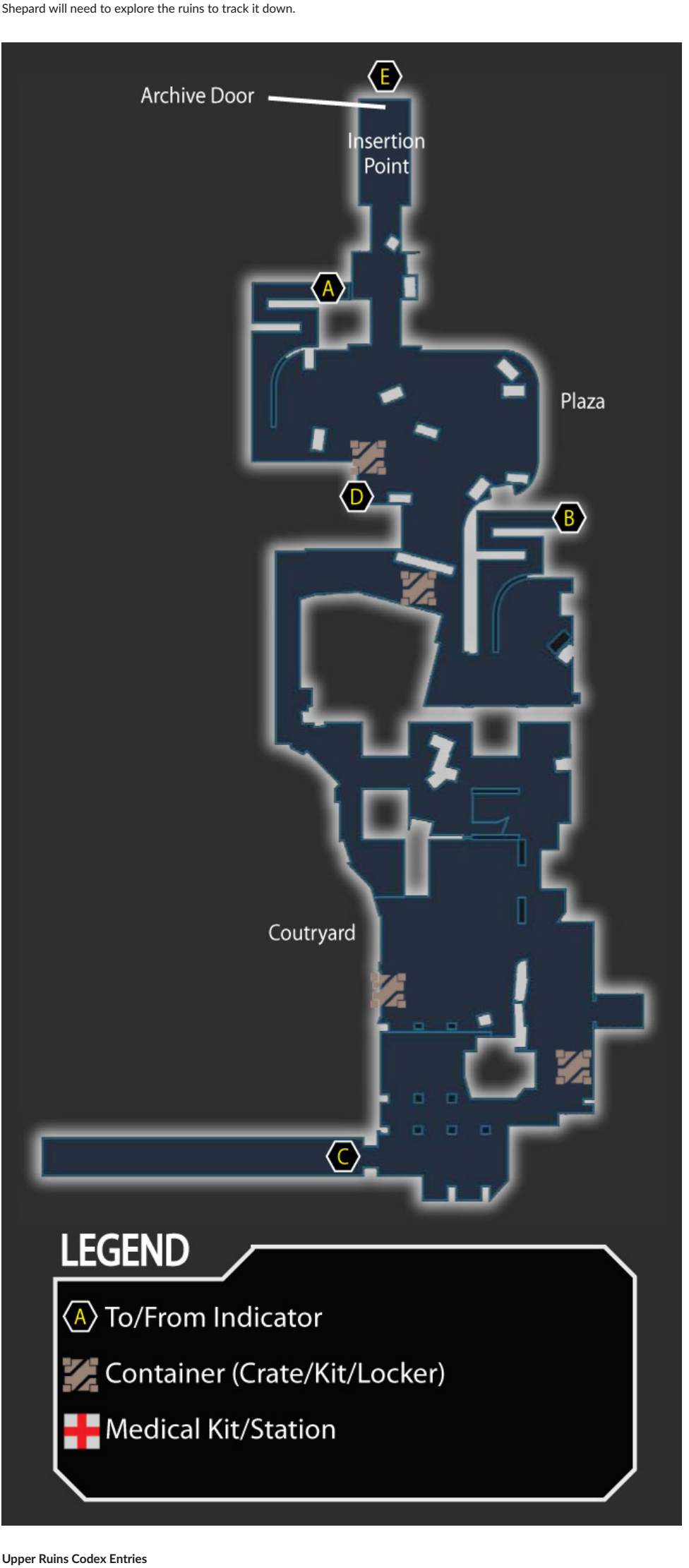


Chapter 7: Ilos

Ilos

In the golden age of the Protheans, Ilos was a verdant world, dotted with the spires and arches of magnificent cities. Even casual observation shows this is no longer the case. Ilos has been devastated by means unknown, its entire surface changed to the color of rust.

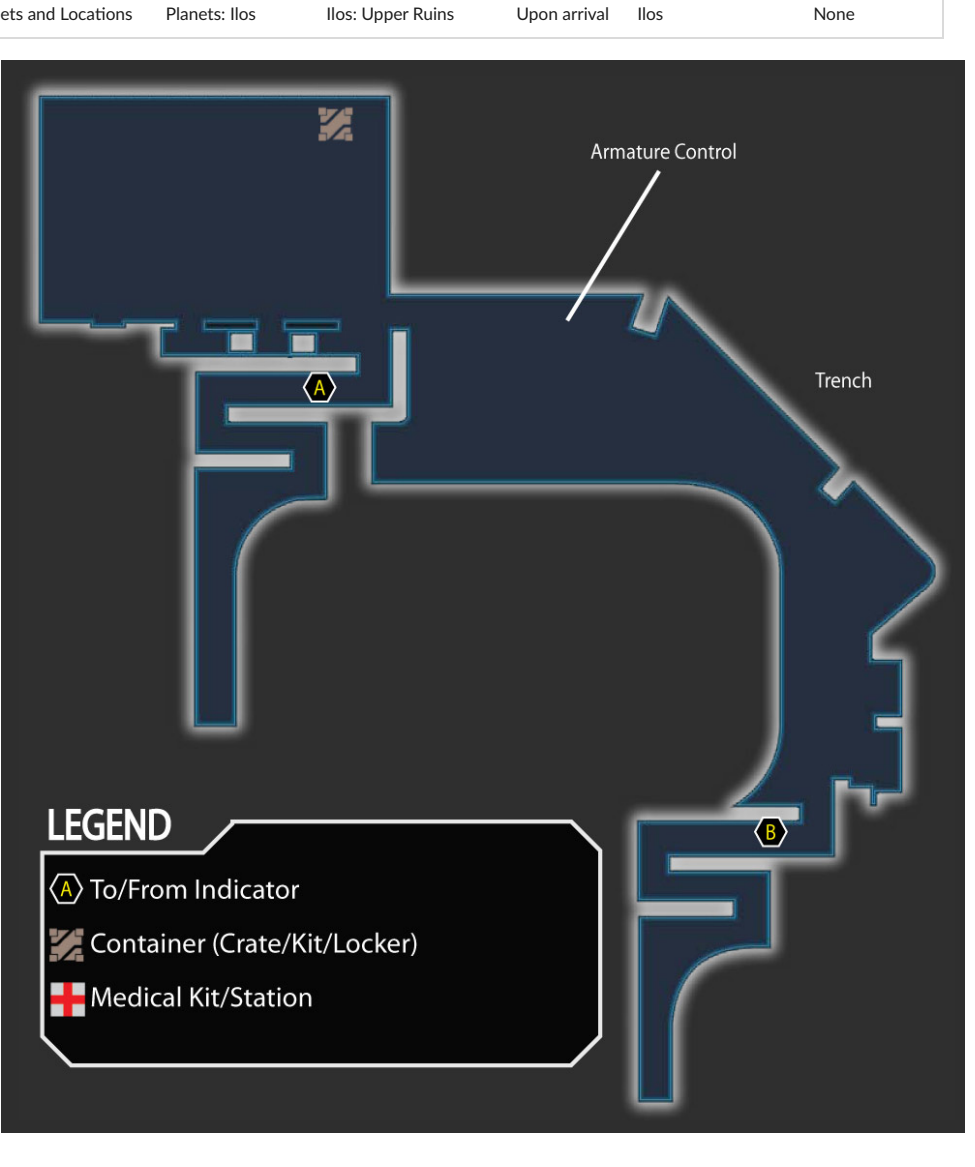
Wildfires, presumably ignited by lightning strikes, can be seen burning on the dark side. The Conduit lies here somewhere, but Shepard will need to explore the ruins to track it down.

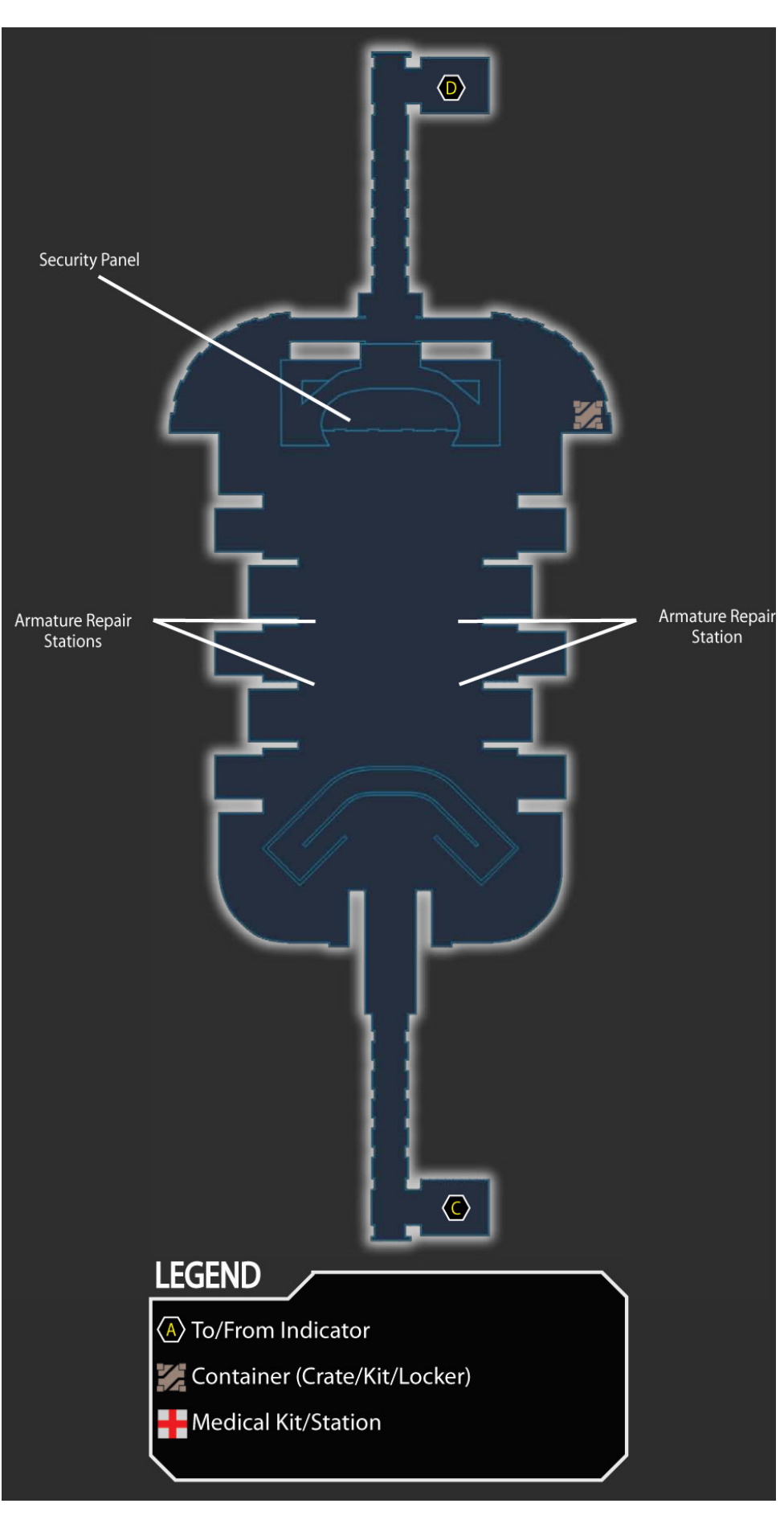

E
Archive Door
Insertion Point
A
Plaza
D
B
Coutryard
C
LEGEND
A To/From Indicator
Container (Crate/Kit/Locker)
Medical Kit/Station

Upper Ruins Codex Entries

Primary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Planets and Locations	Planets: Ilos	Ilos: Upper Ruins	Upon arrival	Ilos	None

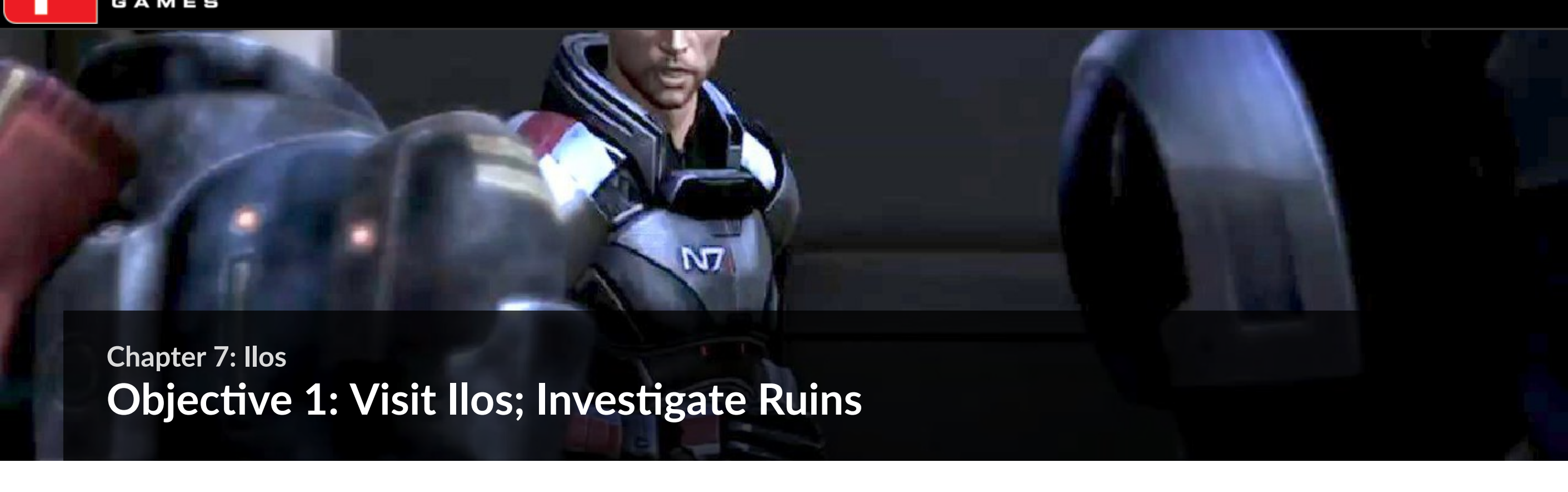

Armature Control
Trench
A
B
LEGEND
A To/From Indicator
Container (Crate/Kit/Locker)
Medical Kit/Station


D
Security Panel
Armature Repair Stations
Armature Repair Station
C
LEGEND
A To/From Indicator
Container (Crate/Kit/Locker)
Medical Kit/Station

Watcher's Chamber Codex Entries

Primary Codex

Category	Entry Name	Find Location	Found Via	Character/Object	Notes
Ships and Vehicles	Weapons: Javelin	Ilos: The Watcher's Chamber	Dialogue	Vigil	None
Ships and Vehicles	Space Combat: Trans-Relay Assaults	Ilos: The Watcher's Chamber	Dialogue	Vigil	None



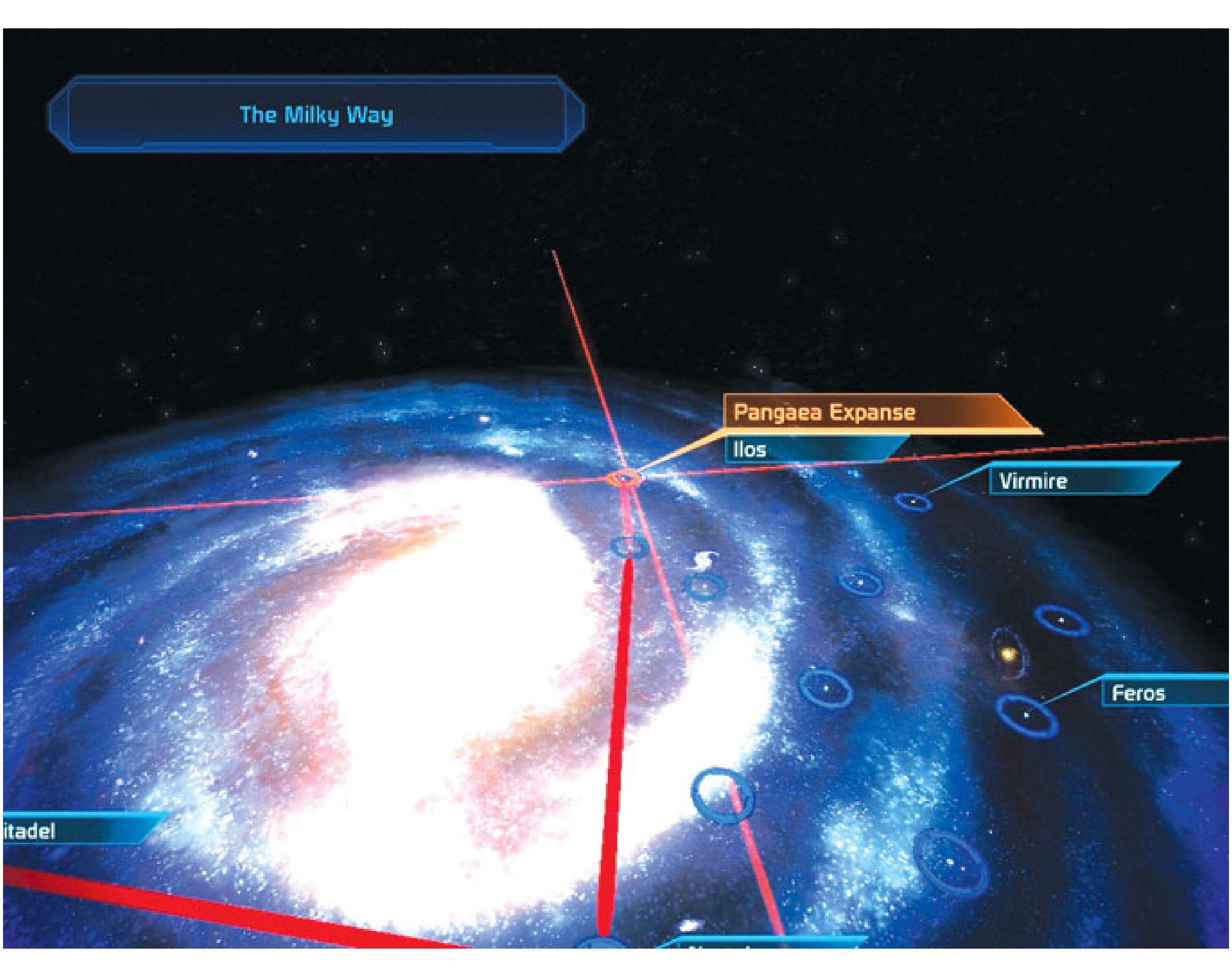
Chapter 7: Ilos

Objective 1: Visit Ilos; Investigate Ruins

Race Against Time

Time to move, Commander. Open the galaxy map to find a new cluster available to you: the Pangaea Expanse, which is marked with an "Ilos" label.

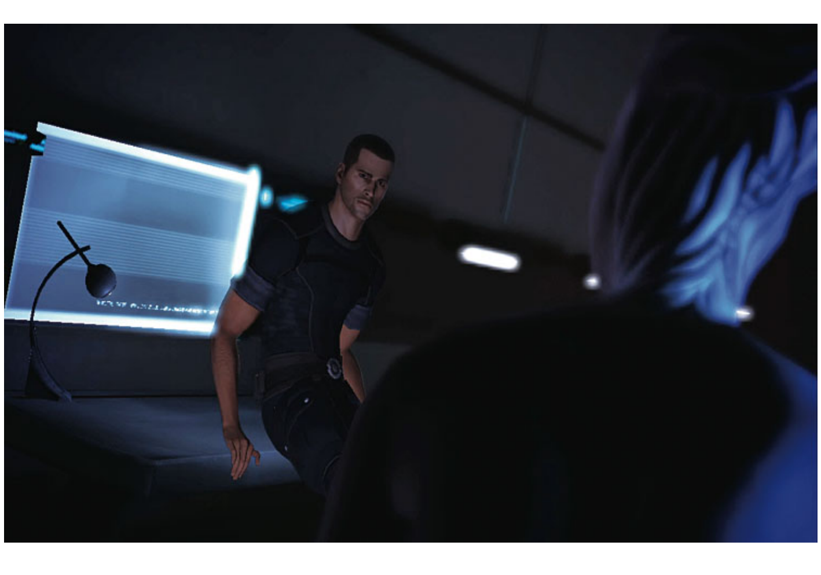
Select that cluster, then choose the Refuge System as your destination. After making the FTL jump, highlight planet Ilos and press the left mouse button to travel there.



Tip

You face nothing but the most powerful geth forces on Ilos. Select a squad with powerful tech and biotic abilities, and outfit them with anti-synthetic upgrades in preparation for the coming battle.

Romance Plot: Conclusion



If you've been devoting time and effort into cultivating a romantic relationship with one of the Normandy's crew members, you finally get the chance to advance the relationship to its ultimate conclusion.

While en route to Ilos, Shepard's love interest pays the commander a private visit. Make Paragon choices during the dialogue that follows to guide the conversation toward a passionate end.

Doing so rewards you with an intimate cutscene and unlocks a special Achievement.

Achievement Unlocked

Paramour

With stealth systems engaged, Joker dips the Normandy down through Ilos's atmosphere, making a near-impossible Mako deployment amid a clutter of crumbling ruins. Watching in disbelief, Saren rallies his forces into a nearby bunker and seals a massive security door behind them.

No amount of brute force will open the door, and your heroic crew is forced to explore the nearby ruins to find another means of entering.

Ilos: Upper Ruins

Geth Trooper
+7500
XP +70
Medi-Gel +1
161691
XP
Liara
Shepard
Garrus

Geth forces are inbound, so waste no time piling your squad into the Mako. Turn the vehicle's cannon on the geth troopers heading your way to annihilate them in short order.

Hunks of debris prevent the Mako from traveling very far into the ruins, but drive as far as possible and use the Mako's superior weaponry to eliminate as many geth as you can.

Liara
Shepard
Garrus

Proceed into the ruins on foot, moving between various bits of debris to avoid being picked off by the geth soldiers stationed in the plaza ahead. Fire on the geth from range, working at securing the vicinity before you advance.

Terrible Twosome

Geth Armature
Liara
Shepard
Garrus

Move forward with caution: a pair of geth armatures stands in the narrow passage just south of the plaza.

Take cover behind one of the large rectangular stones at the plaza's north end and fire at the armatures from around the corner, just as you did during the stalker/armature ambush back at Therum.

Remember to dodge the armature's deadly pulse blasts at all costs; these projectiles are lethal against ground forces.

Tip

As always, tech abilities such as Sabotage and Overload work wonders against synthetics, and can cause big problems for the armatures.

Tip

If the armatures advance on your position, wait until they fire their pulse blasts and then Storm to a safer location during the downtime.

Lower Ruins

Geth Sapper
Liara
Shepard
Garrus
JAMMED

If you'd rather not fight the armatures, dash to the side passage west of them and descend the steps that follow.

This takes you to the lower ruins, where you encounter heavy resistance in the form of geth soldiers and hoppers, and even a few assault drones near the southern end.

The lower ruins provide a means for you to circumvent the armatures. Simply cut your way through the weaker geth forces here and return to the upper ruins via the southern staircase.

In addition, if any member of your team has a high score in the Decryption Talent, you can decrypt the **armature controls** in the lower ruins to deactivate the mechanical goliaths in the ruins above.

Note

Visiting the lower ruins is completely optional, and you may find the geth down there to be more trouble than the hulking armatures above. The choice is yours, Commander.

Tip

A CRATE rests at the north end of the lower ruins, and another two are found near the upper ruins armatures. Clearing the entire area lets you loot all three of these containers for valuables.

Upper Ruins: Courtyard Assault

South of the plaza is a small courtyard area that's crawling with geth. Tip the odds in your team's favor by exploiting a fantastic sniper perch that's just northwest of the courtyard.

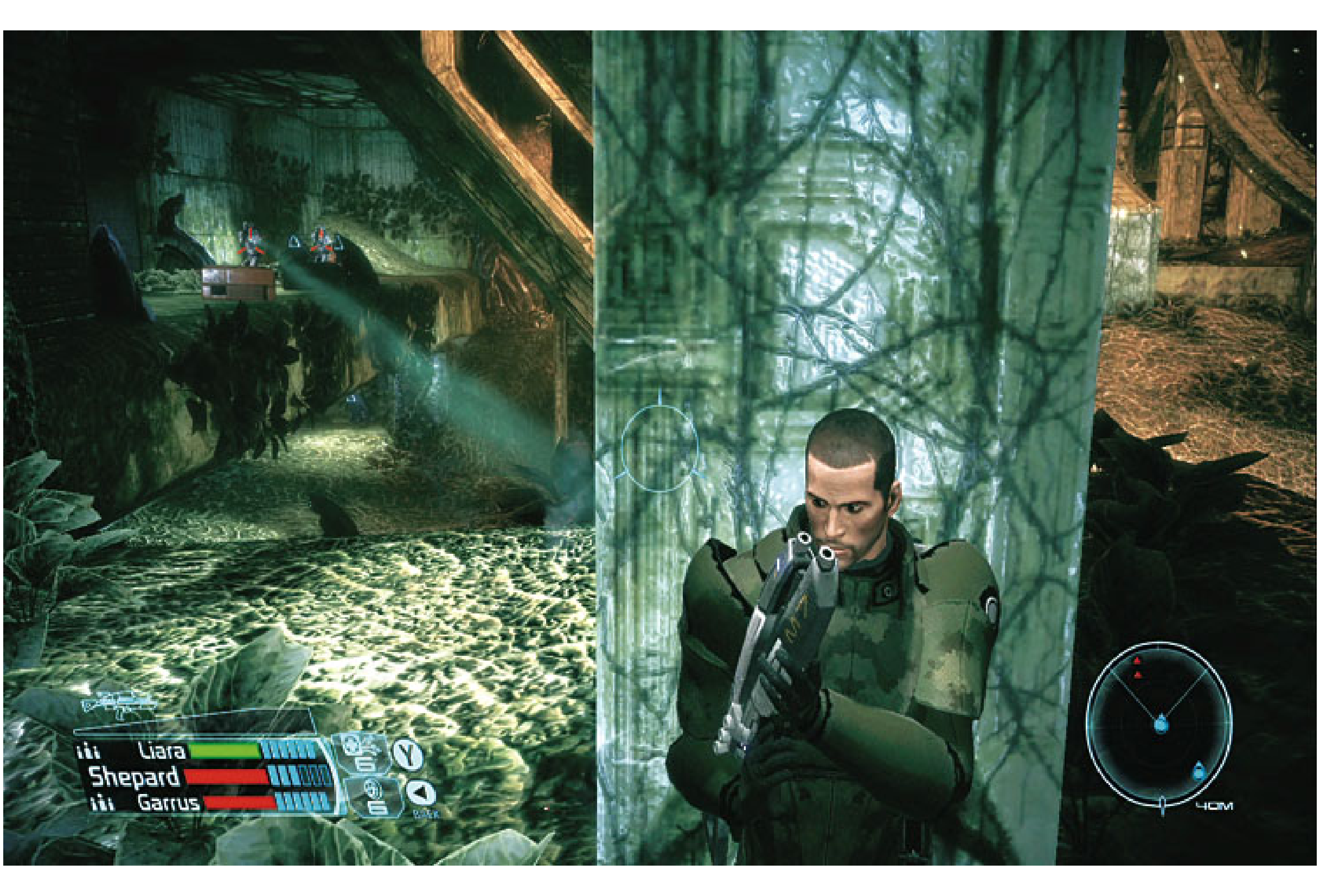
To reach this spot, simply follow the trail south from the plaza. Run up the short, weed-covered slope near the low wall while crouching to press Shepard's back against the wall.

Liara
Shepard
Garrus

The courtyard features numerous troopers and a formidable destroyer. Open fire from the northwest perch, holding this position until you've wiped them all out.

Stop firing and take cover whenever the destroyer launches a Carnage blast at you. Clear the courtyard, then scale the weed-covered slope to advance.

Geth Trooper
Liara
Shepard
Garrus



Heads up: a pair of shock troopers opens fire from a remote southeast balcony the moment your squad moves into the courtyard.

Sprint eastward and take cover next to a tall stone pillar. Peek around the side and fire on the shock troopers to drop them both from range.

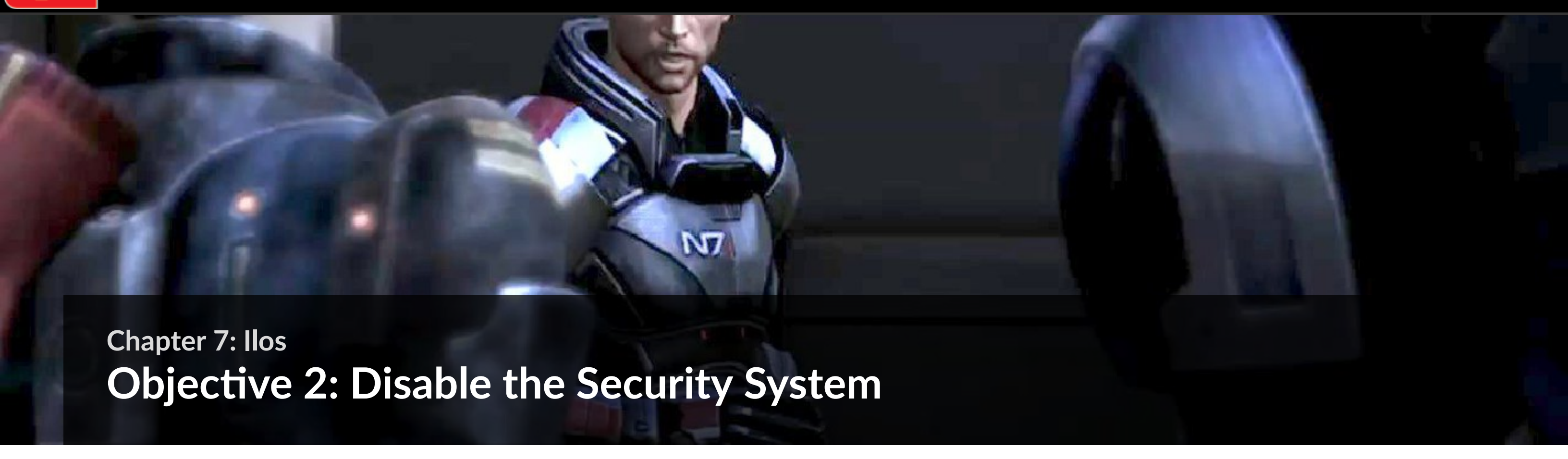
Geth Sapper
Liara
Shepard
Garrus

Return to the courtyard after eliminating the shock troopers. Find and open a crate near the western wall, then move uphill, pressing Shepard's back against the low southern wall.

A hoard of hoppers leap about the courtyard's elevated southern half, and this low wall provides ideal cover as you work at eliminating them.

Tip

You can mount the low wall to quickly access the southern half of the courtyard.



Objective 2: Disable the Security System

Area Secure

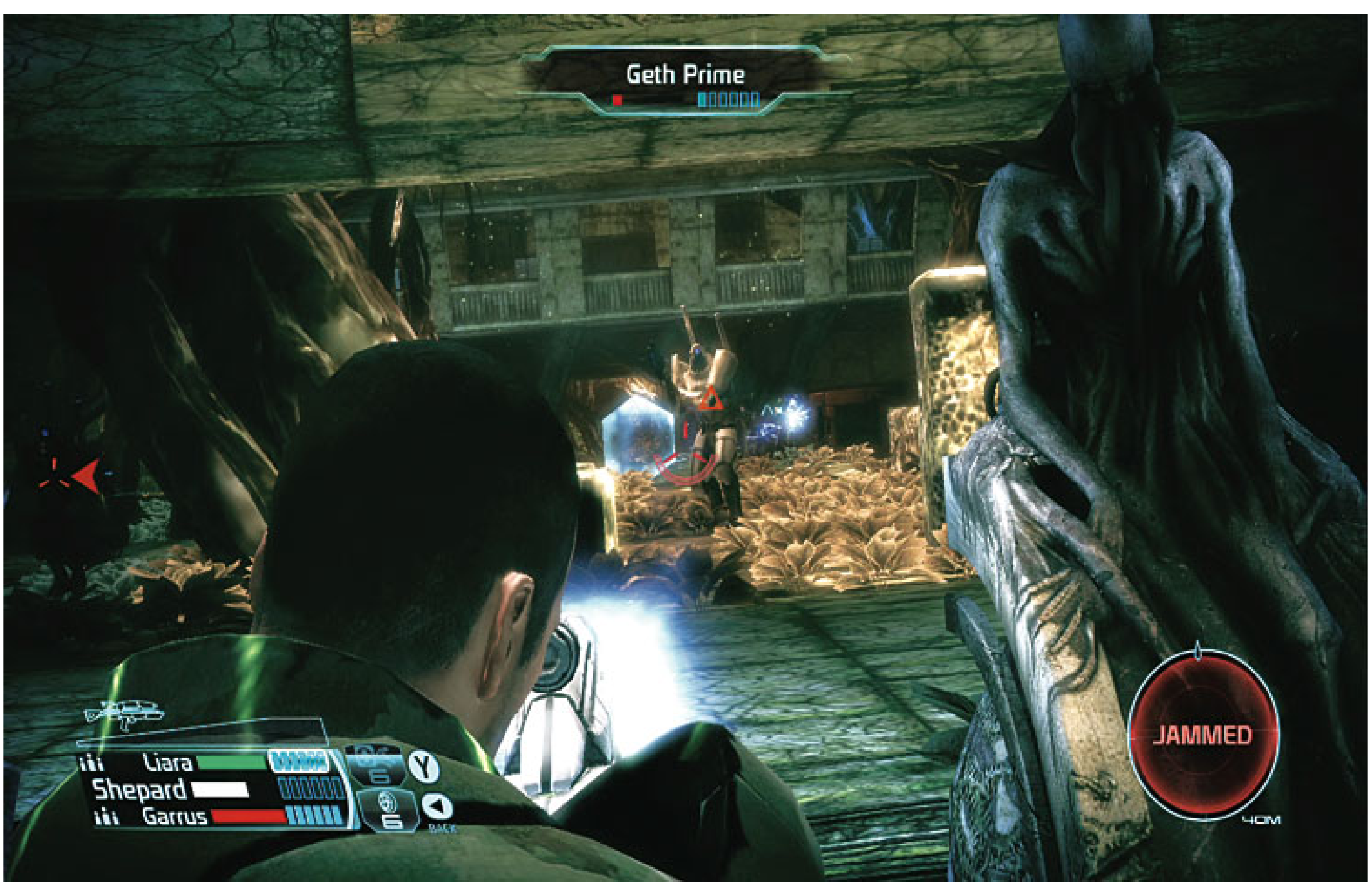
Quick Slots
Liara
Shepard
Garrus
40M

Wiping out the hoppers secures the upper ruins. Check your team's items and gear if you haven't done that recently, then make for the southern elevator. Climb aboard and ride the elevator to reach the next area.

Tip

Use the eastern elevator to reach the balcony the shock troopers had been guarding. There you find a crate full of goodies.

Armature Bay Massacre



The elevator brings you to a wide armature bay. Step off the lift and advance down the short corridor that follows. Your radar soon becomes jammed, and a massive force of geth soldiers advance from the chamber's northern end.

You face a number of destroyers and a towering geth prime in this difficult battle, so take no chances

Use your team's most powerful abilities and concentrate their fire on the prime in an effort to drop him fast. Fall back afterward, if necessary, to give your team time to recover their abilities before making a second push.

Tip

The four armature repair stations within the bay can be hacked if your squad's Decryption Talent is running strong. Each station you decrypt summons a hulking armature to fight on your side, granting your team a great advantage.

Tip

Make a dash for the high ground by Storming up onto the catwalk located just inside the bay. Getting up there can be risky, but the catwalk offers your team superior cover and firing angles.

Geth Destroyer
Liara
Shepard
Garrus
40M

The prime may have been the greatest threat, but you have many shock troopers and destroyers to deal with as well. Additional destroyers may be present at the far end of the bay, too. Keep alert and use cover as you make a final push to secure the area.

Opening the Archives

When the geth are no more, advance to the north end of the armature bay and move upstairs to access the bay's elevated security room.

Activate the **security panel** you find there to receive a scrambled transmission that could only have been made by the Protheans 50,000 years ago.

Shepard isn't able to learn much from the message, but it seems to be some sort of warning about the Conduit. No matter; the security system has been disabled.

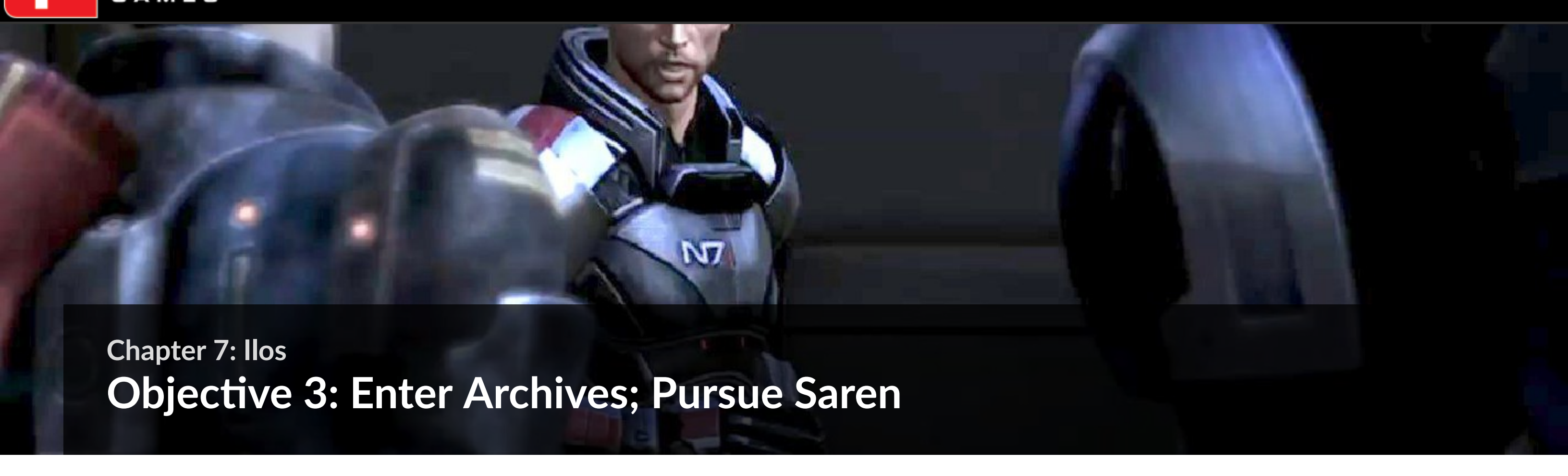
You can now return to the Mako and pursue Saren into the archives. Head downstairs and use the elevator north of the security room to return to the upper ruins' northern end, cutting down on travel time.

Tip

Find a crate hidden in the bay's shadowy northeast corner before you leave.

Note

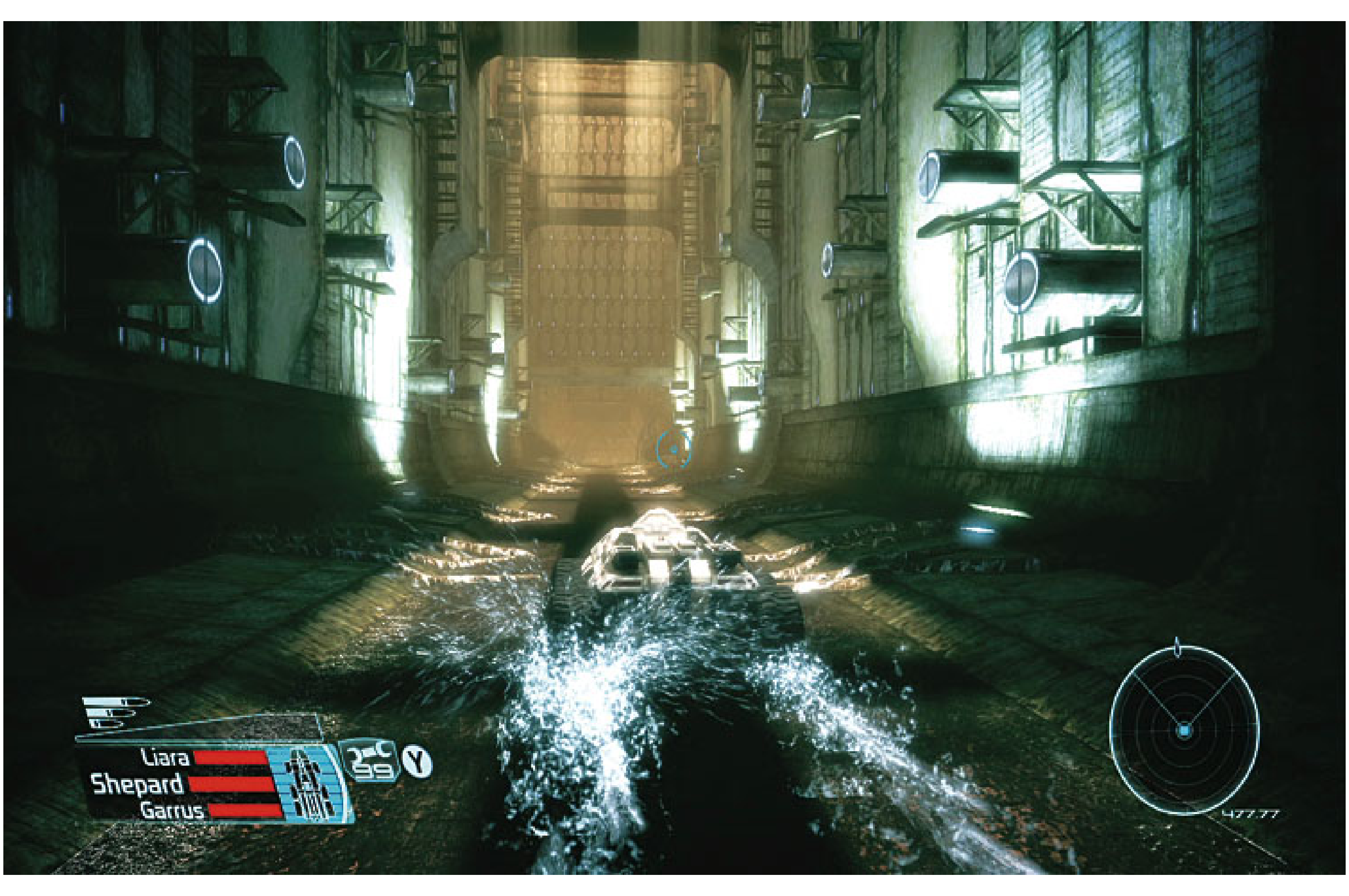
You couldn't have entered the armature bay via the northern elevator until now. The security system needed to be deactivated to bring the elevator online.



Chapter 7: Ilos

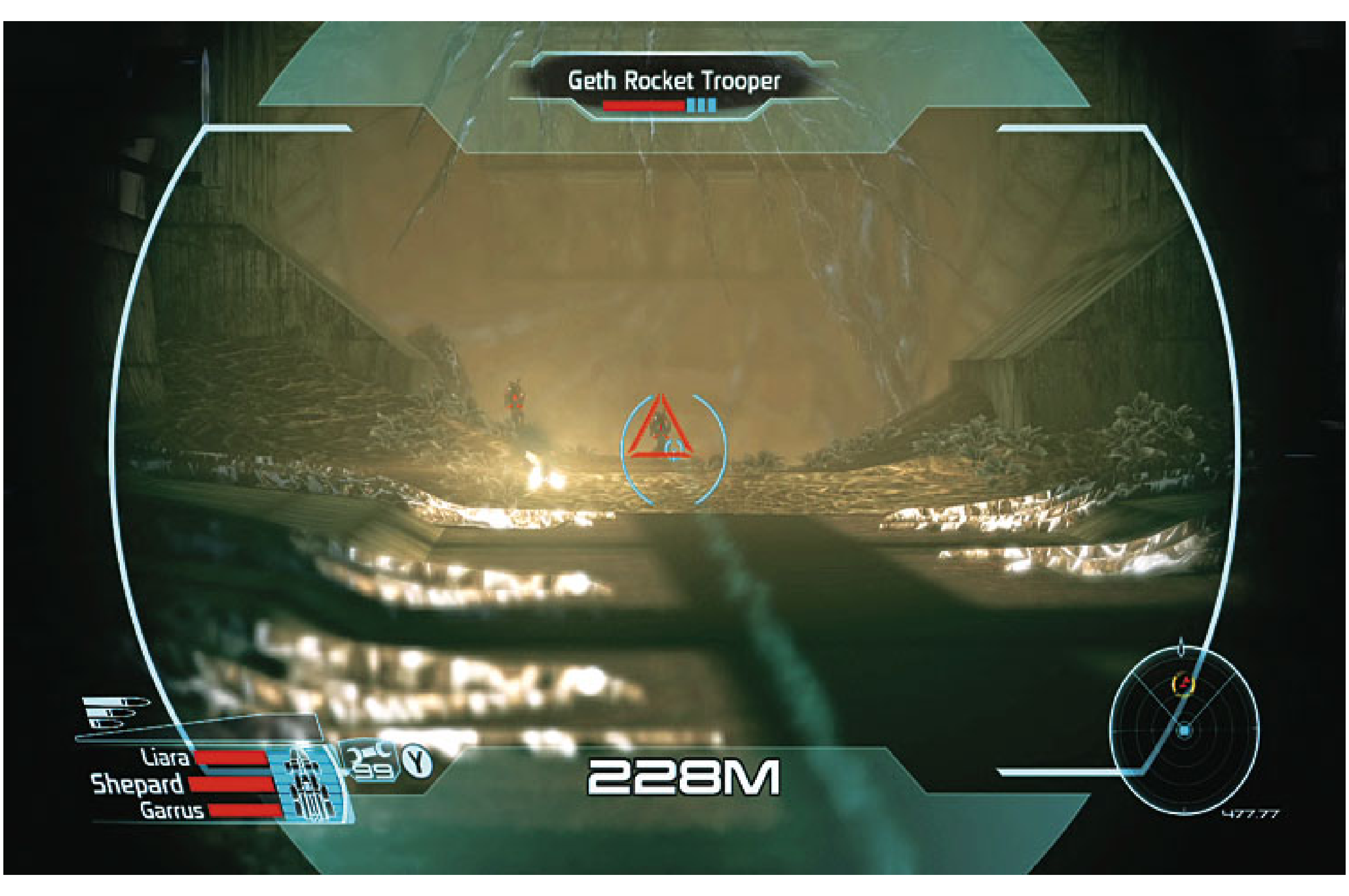
Objective 3: Enter Archives; Pursue Saren

Ilos: Archives



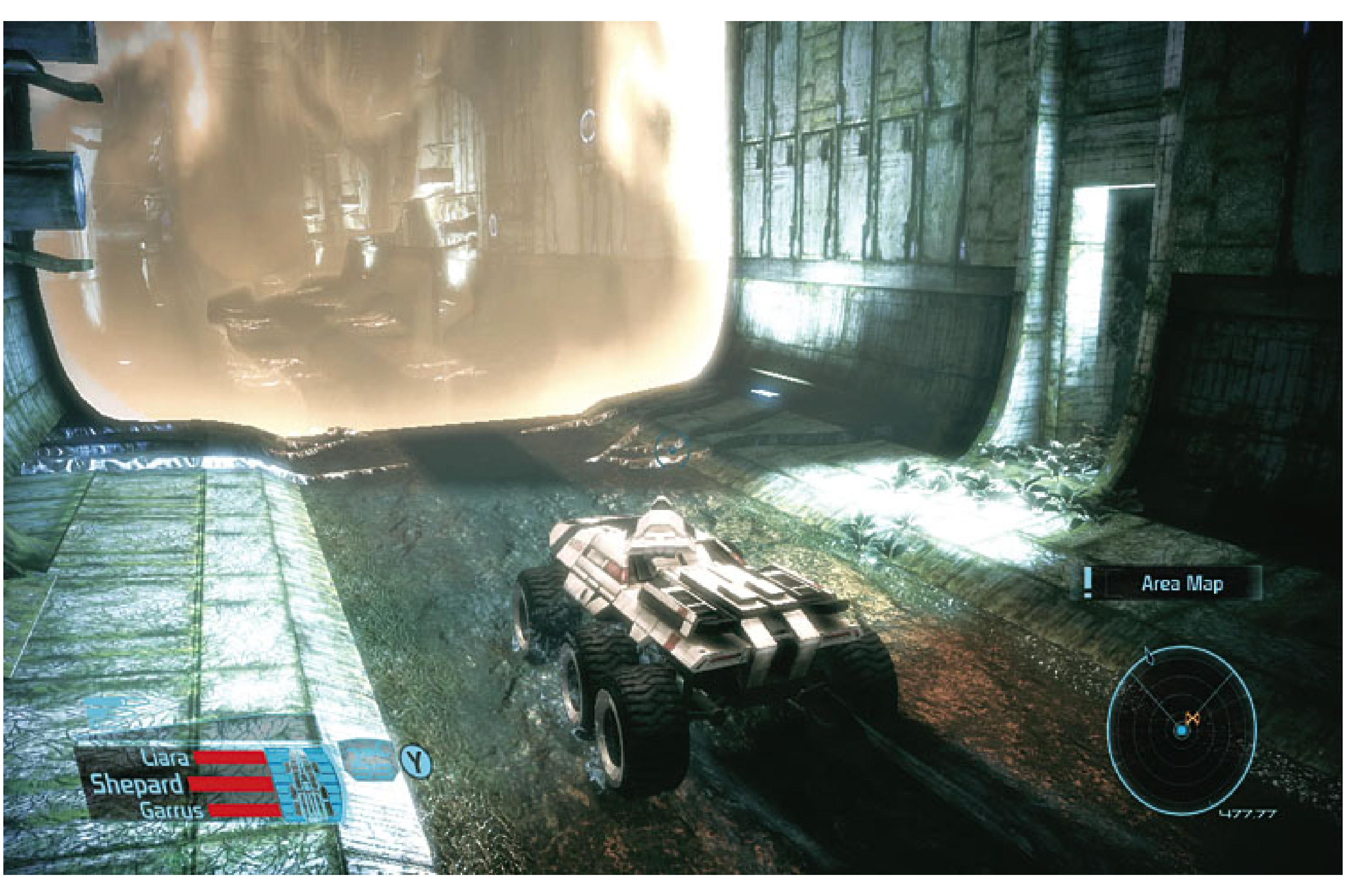
Return to the Mako, pile your squad in and then roll through the massive doorway Saren escaped through. Shepard's squad mates marvel at the massive tunnel as the Mako presses forward unchallenged.

They notice several stasis pods jutting out from the walls and can only surmise that the Protheans must have used them to try to keep themselves alive through the Reapers' assault.



Reaching the passage's midway point, the Mako falls under fire from a pair of geth rocket troopers stationed in the tunnel ahead. Stop the vehicle, zoom with its scope, and annihilate these minor threats before advancing. More rocket troopers lie in wait farther ahead; blast them to bits the moment you see them.

The team soon encounters a massive barrier that cannot be destroyed, even by the Mako's formidable gunfire. Exit the vehicle and use the nearby elevator to access a side shaft. Perhaps a means of disabling the force field will be found inside.



The Watcher's Chamber

The elevator leads to a small, abnormally quiet chamber. Approach and activate the terminal at the walkway's far end to initiate a conversation with an ancient Prothean VI interface called Vigil.

The program remarks that it doesn't see the taint of indoctrination upon Shepard's crew as it did upon the other that came before. It must be talking about Saren!

Vigil informs Shepard that it purposely erected the force field in the archives to divert the crew's course so they could have a chance to speak.

It wants to impart knowledge to the Spectre, information that may help their kind break the Reapers' vicious cycle of galactic extermination.

Note

The dialogue choices you make with Vigil can earn you a small amount of morality points.

Vigil tells Shepard that the Citadel is actually a devious trap placed by the Reapers. Its entire design is to ensure the downfall of every society that rises to power in the galaxy.

The Citadel is in fact a giant mass relay that links to dark space, from which the Reapers hail. When the Conduit is used to activate the Citadel relay, the Reapers will pour through and wipe all life from existence.

Probe Vigil to learn about how the Reapers were able to annihilate the Protheans. Seizing control of the Citadel made the task of eliminating the Protheans' remaining settled worlds a simple matter, as each known system of planets in the galaxy is connected via the mass relays.

With the Protheans' primary seat of power under their control, the Reapers had full access to their data logs and intel. Complete and utter extinction was achieved mere decades later.

Vigil explains that Ilos was used as a secret research facility by the Protheans, who had been trying to create a mass relay of their own. What they succeeded in building was the device known as the Conduit: a mass relay that links Ilos with Citadel station.

Ilos was never discovered by the Reapers, as all classified data pertaining to the Conduit project had been destroyed during the Reapers' initial strike. This allowed the surviving Protheans to place themselves into a cryogenic state, hoping to survive through the Reapers' onslaught.

Unfortunately, there wasn't enough power to sustain all of the Protheans who lived at Ilos, even in their stasis. Vigil was force to systematically disable their life support systems to conserve power. By the time the Reapers had finally withdrawn back to dark space, only Ilos's top scientists remained.

Determined to break the cycle, the Protheans' greatest minds devoted the rest of their shattered lives to researching a means of interrupting the signal sent forth by the Reapers prior to each galactic invasion.

They were astonished to discover that this doomsday signal is in fact transmitted to the keepers, the Citadel's enigmatic natives.

Once the signal has been received, the innocent keepers activate the Citadel relay on sheer instinct, enabling the Reapers to travel through dark space and commence their ruthless attack on the station.

Eventually, the Prothean scientists found a way to alter the Reapers' signal. Using the Conduit they'd built on Ilos, they were able to return to the Citadel and make the necessary modifications.

This time, when Sovereign sent the signal to the Citadel, the message was scrambled, and the keepers simply ignored it.

The Reapers have remained trapped in dark space while their vanguard, Sovereign, has strived to correct what went wrong.

This is why Sovereign needs Saren: a humanoid creature would be able to use the Conduit to bypass the Citadel's defenses without incident.

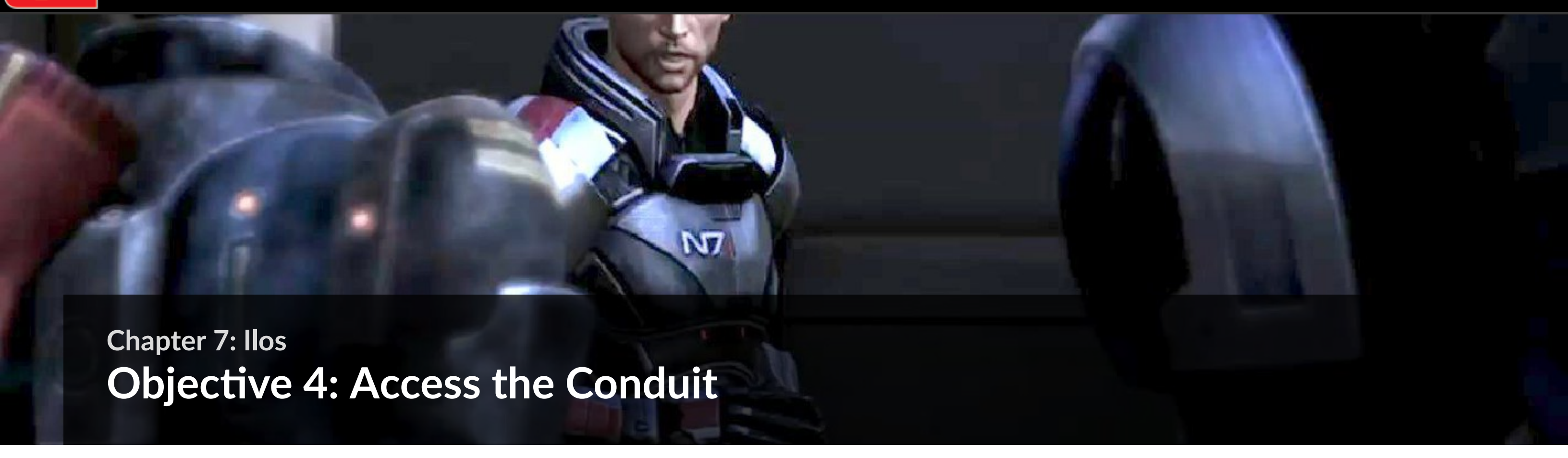
Once he's inside, Saren would transfer control of the station to Sovereign, and the Reaper will activate the Citadel relay manually.

Vigil offers Shepard a glimmer of hope in the form of a special data file that it has kept safe all these years.

If the Spectre can travel through the Conduit and access the Citadel's master control unit, the file can be used to give Shepard temporary control over the station. This may give the Spectre some small chance at thwarting Sovereign.

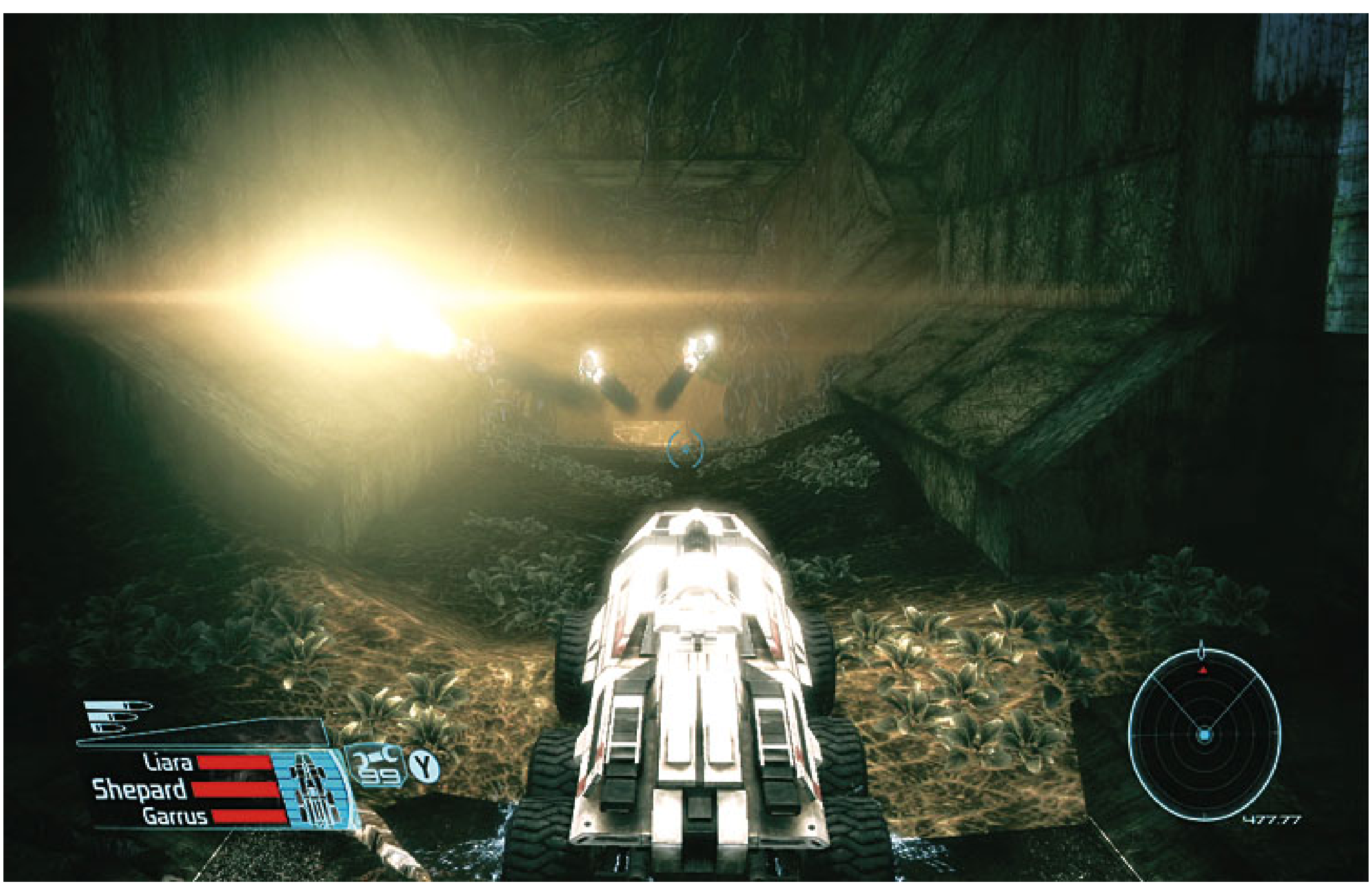
Question Vigil to acquire more insight into Sovereign and the Reapers' cycle of extermination. Save your progress when you've finished, then return to the elevator and ride back up to the archives.

Vigil has lowered the force field you encountered before. Climb aboard the Mako and continue your pursuit of Saren.



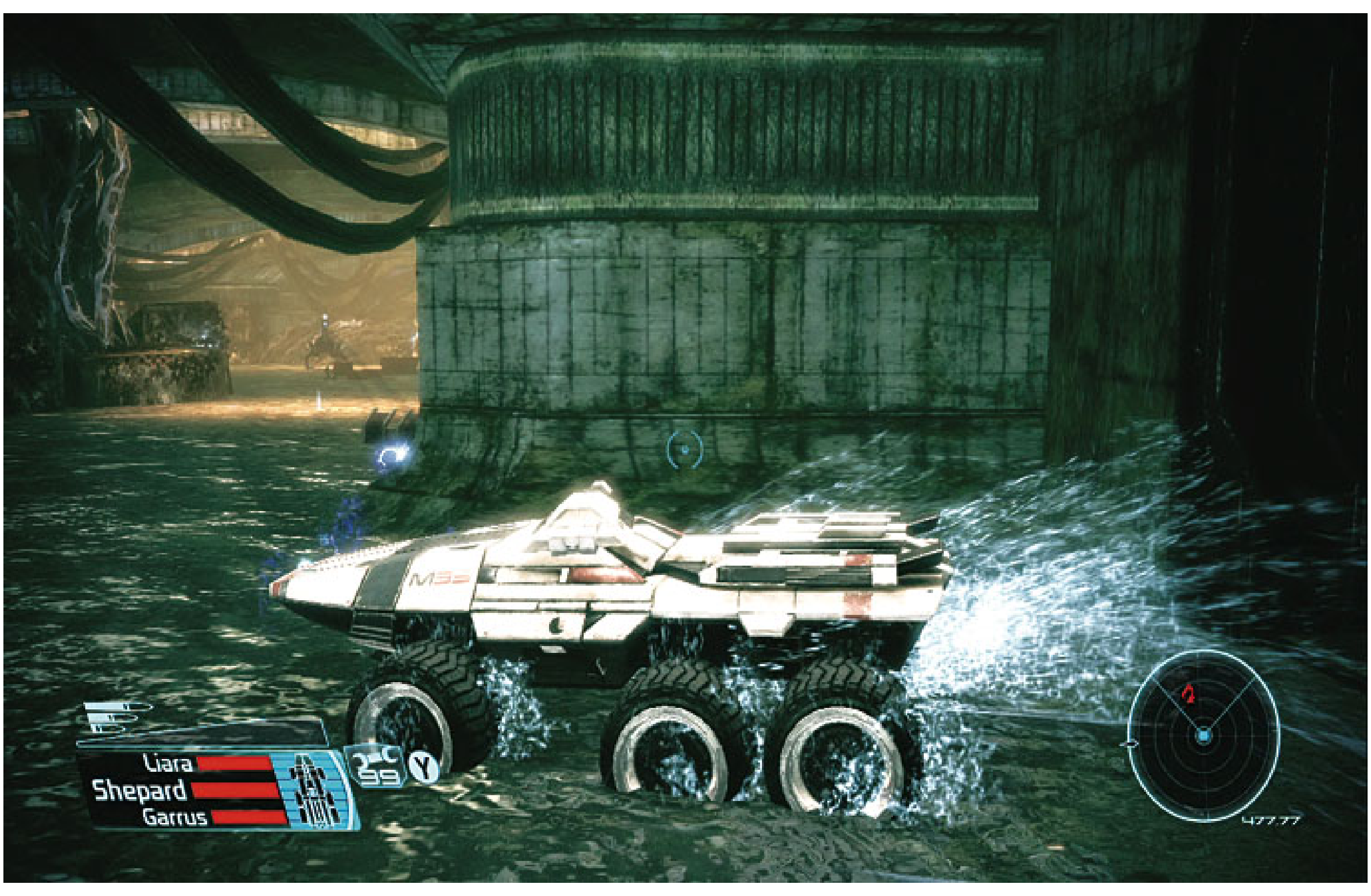
Objective 4: Access the Conduit

Ilos: Trench Run



The tunnel slopes a short distance beyond the barrier, leading down into a murky trench. A trio of geth rocket troopers opens fire on the Mako from the base of the hill.

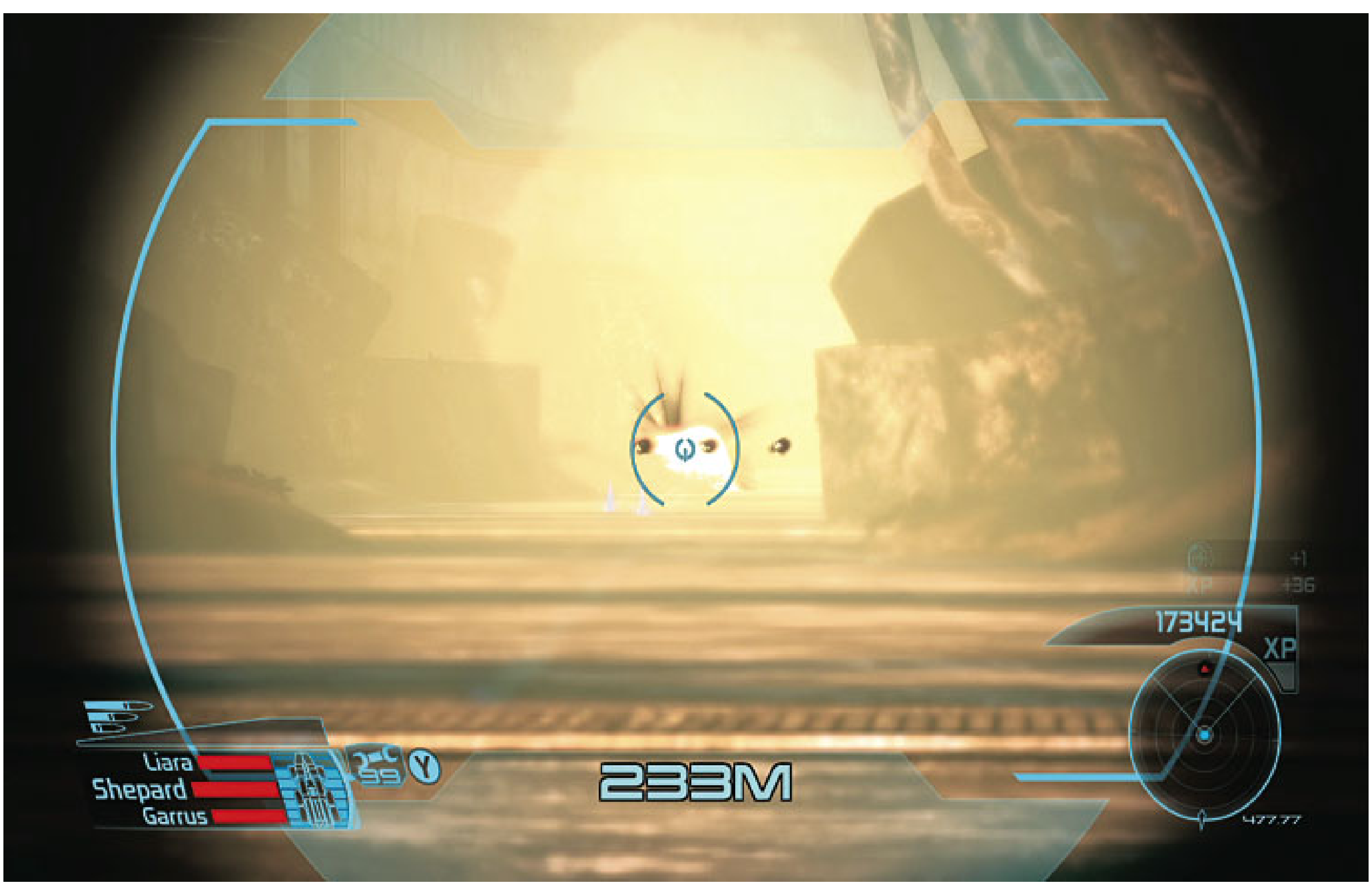
Pause to obliterate them with the Mako's cannon before continuing onward.



Take a dive off the tall ledge that follows and land in the shallow water below. Round the next corner and cruise down the following slope.

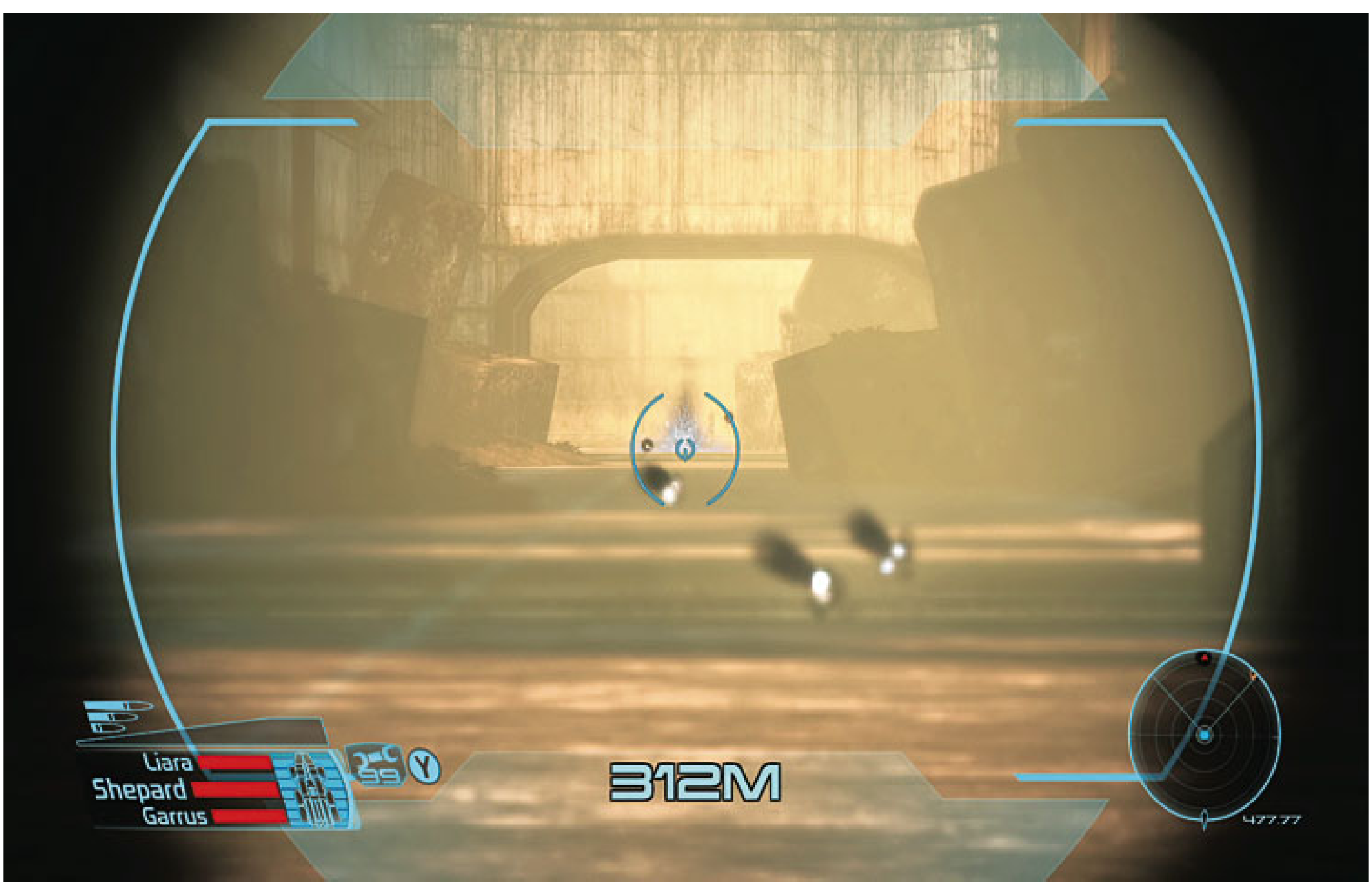
The enemies that register on your radar as you descend are stationed around the next bend; move to the left side of the passage as you approach so that you can sight the first few rocket troopers from range.

Then use the turn's inside wall as cover, rolling out to pick shots at the troops and mighty the colossus guarding the straight beyond. Advance no farther until after you've destroyed these threats.



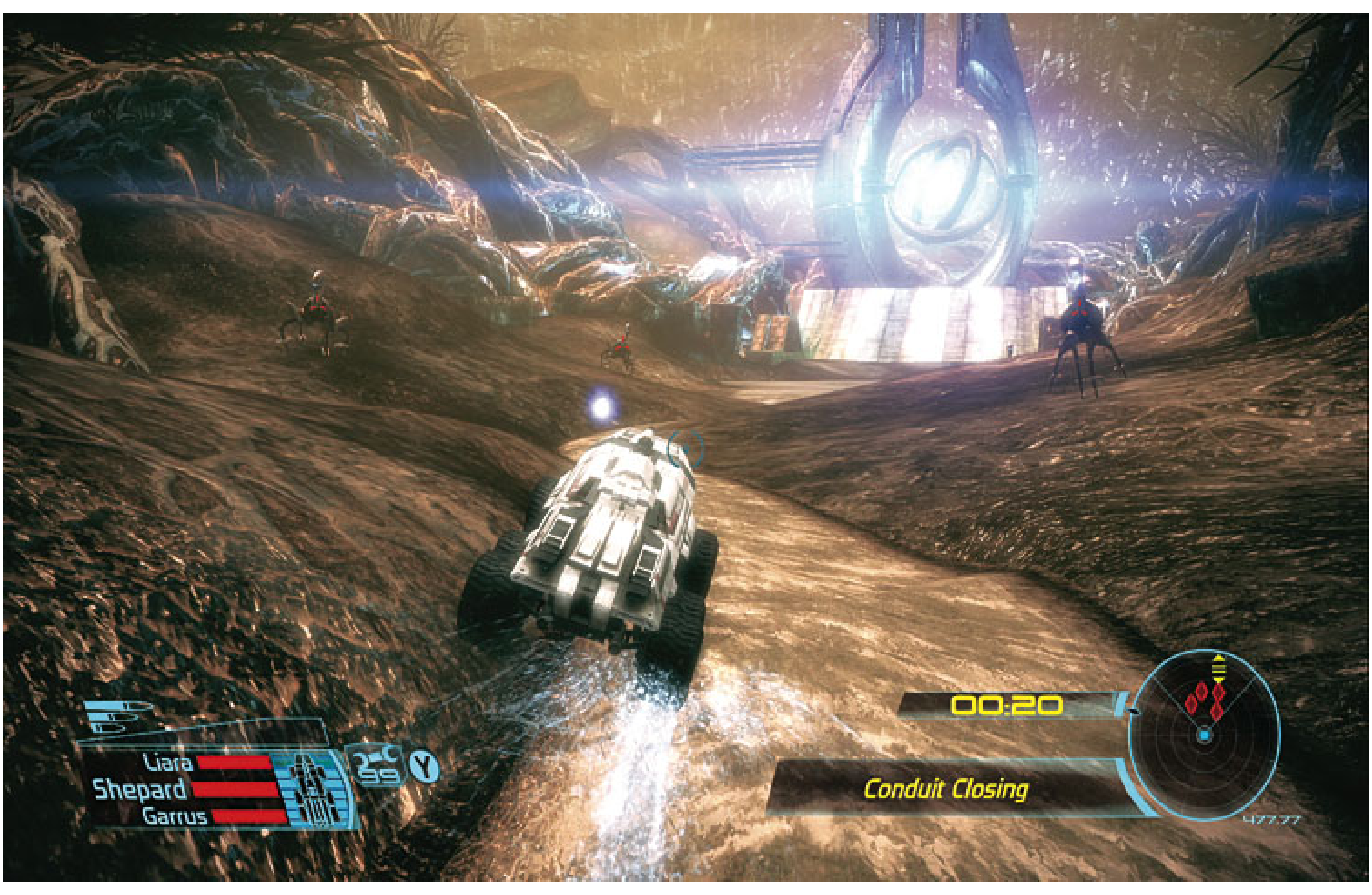
The trench's northern straight is synthetic-free. Bomb straight through without fear. The next group of hostiles is a trio of rocket troopers stationed in the following straight, but the dense fog makes them hard to spot.

Use your scope and radar, and look for their rocket fire to reveal their locations. Then be swift to punish them with long-range cannon blasts, while retreating around the corner to avoid their rockets.



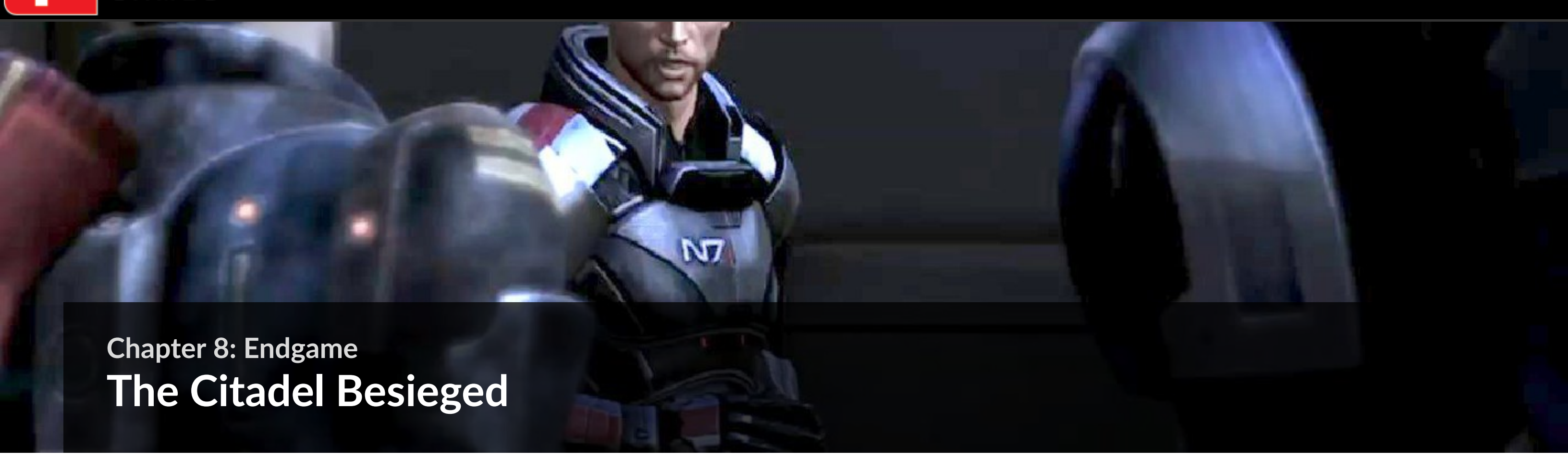
The final group of rocket soldiers are positioned at the far southern end of the eastern tunnel. Position the Mako sideways, zoom in with its scope, and bombard them from afar.

The Conduit



The Conduit stands at the far end of the watery trench, heavily guarded by a quartet of colossi. Saren is nowhere in sight; he must have already passed through.

You've no time to waste on the synthetic giants he's left behind. The Conduit is in a state of flux and soon will shut down. Motor directly toward the relay, using it to make an instant FTL jump to the Citadel.



Chapter 8: Endgame

The Citadel Besieged

This is it. Commander Shepard has finally solved the mystery surrounding Saren, the Reapers, and the Conduit. Having fought tooth and nail to reach the Prothean-made relay on Ilos, Shepard finds that Saren has already used the device to travel to the Citadel.

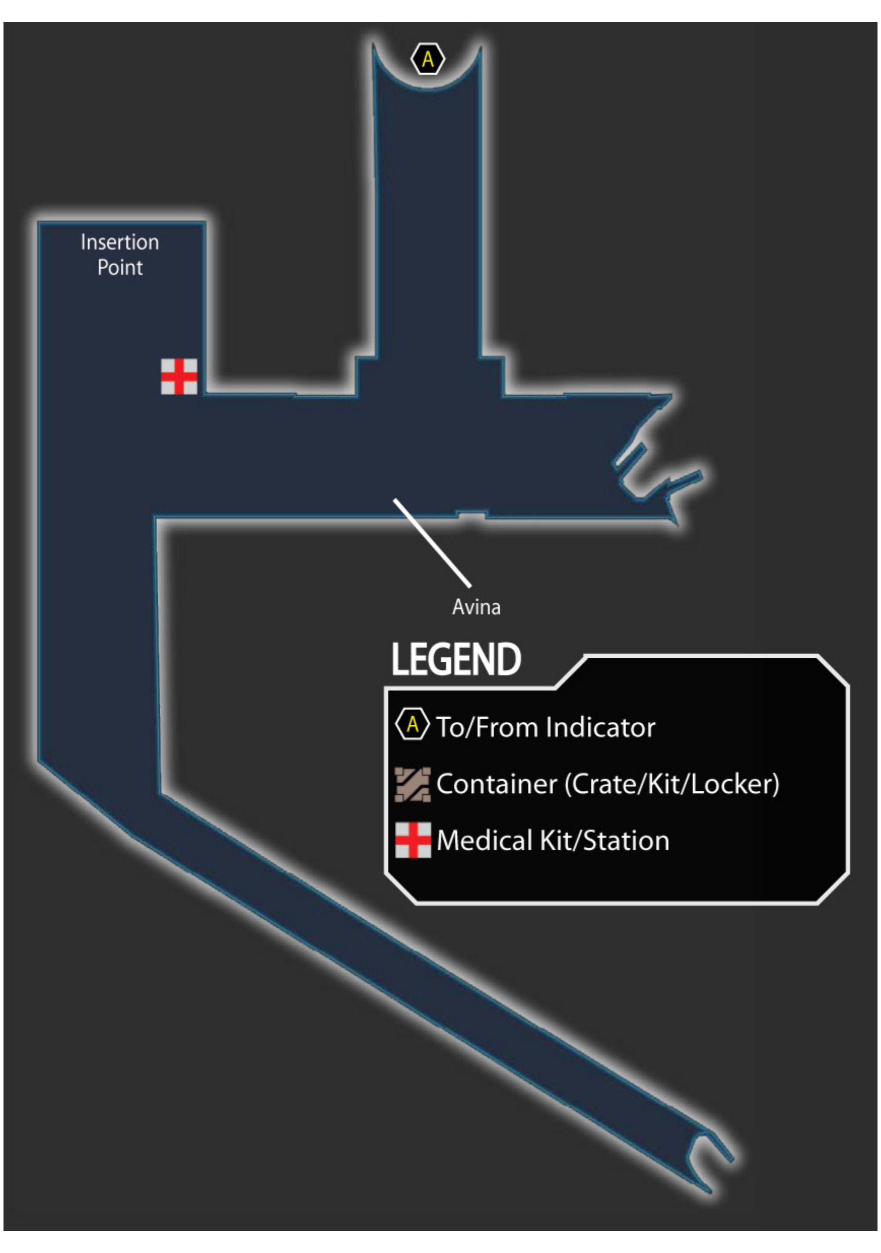
The station is already under siege by the indoctrinated turian's synthetic followers, and Shepard used the Conduit in swift pursuit. Time is running out, but there may yet be a way to stop Saren's madness and break the Reapers' horrific cycle of genocide.

The Citadel Besieged

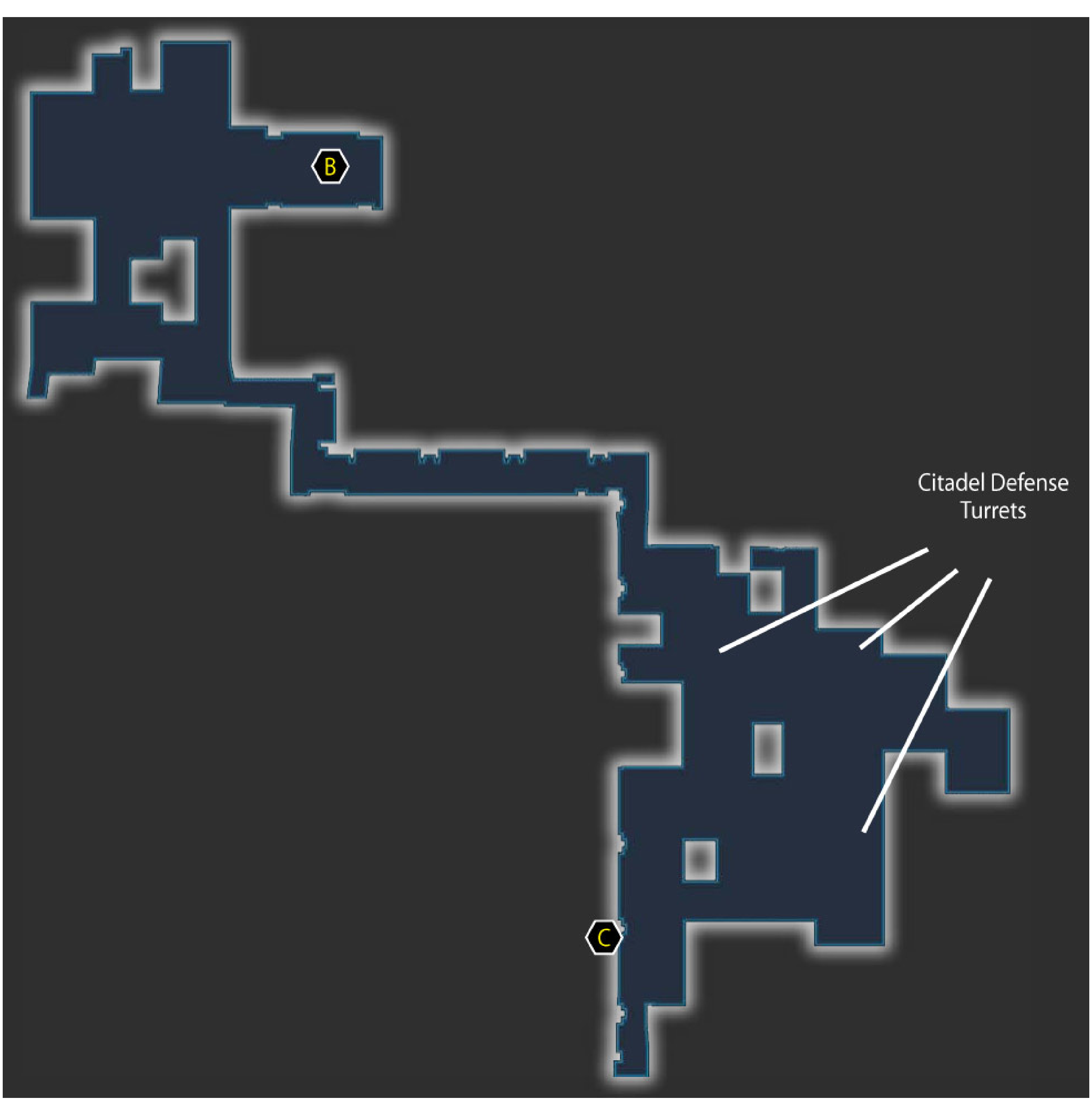
This trip to the Citadel is even worse than the last. The entire place is being overrun by Saren's synthetic forces, and Sovereign has initiated a full-scale attack on the station, backed by a fleet of geth warships.

It's safe to say Shepard won't be making any pleasant visits to the asari consort's chambers this time around.

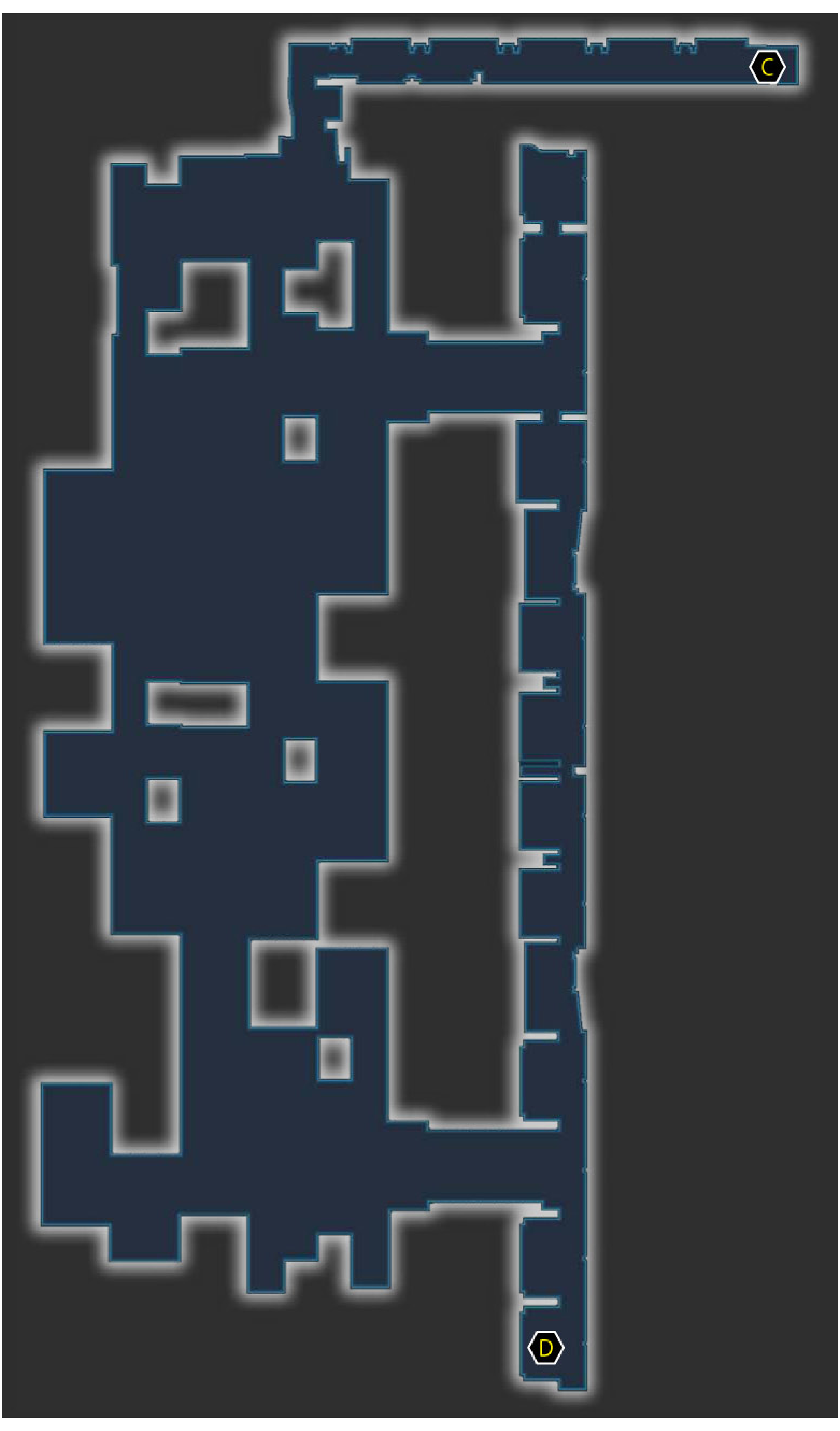
Citadel: Presidium


A
Insertion Point
Avina
LEGEND
A To/From Indicator
Container (Crate/Kit/Locker)
Medical Kit/Station

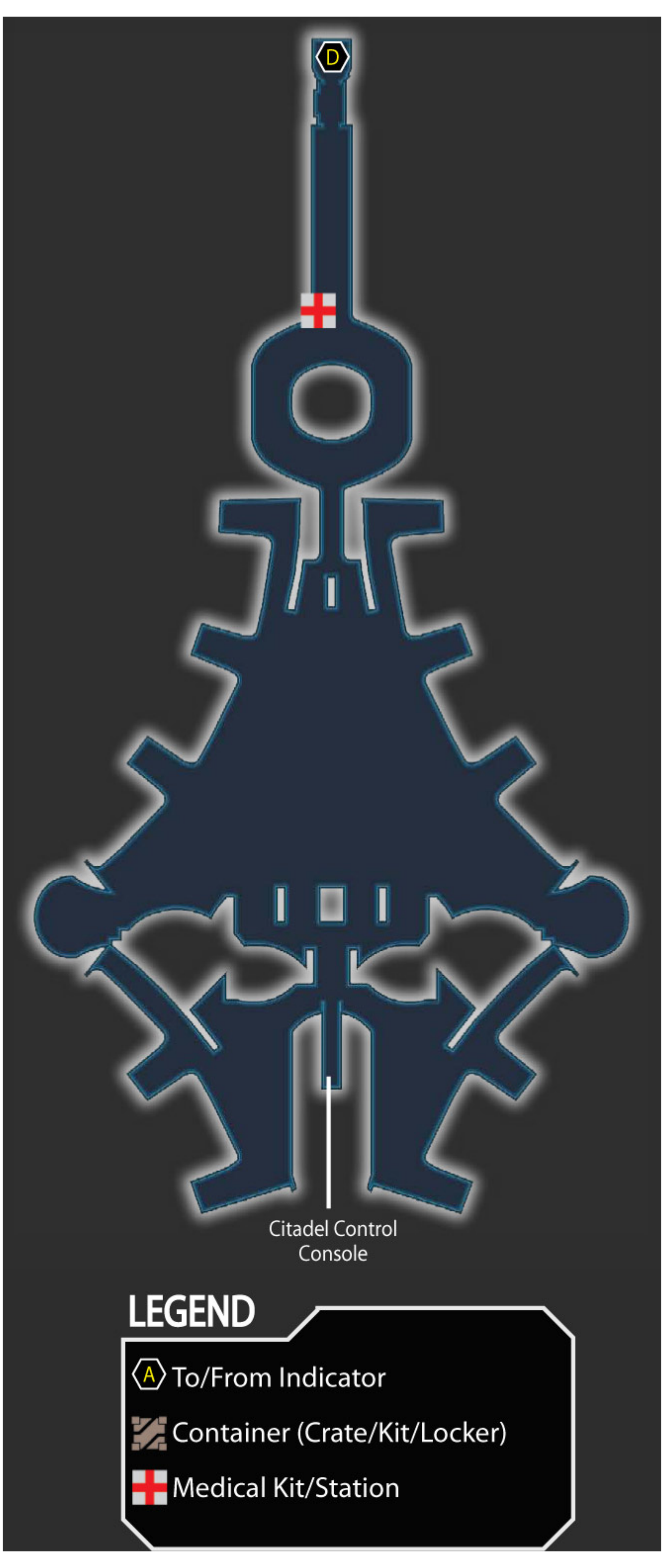
Citadel Tower: Exhaust Plain


B
Citadel Defense Turrets
C

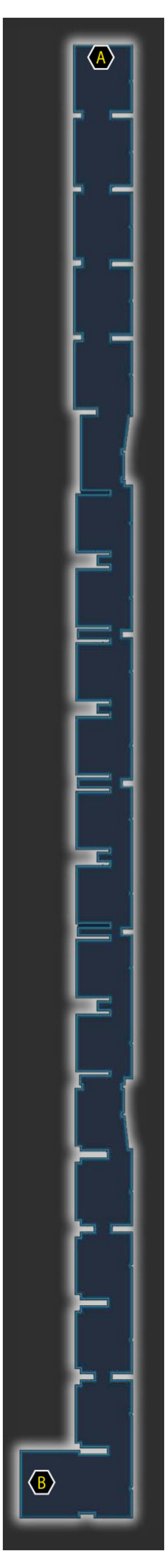
Citadel Tower: Exterior Defense Grid

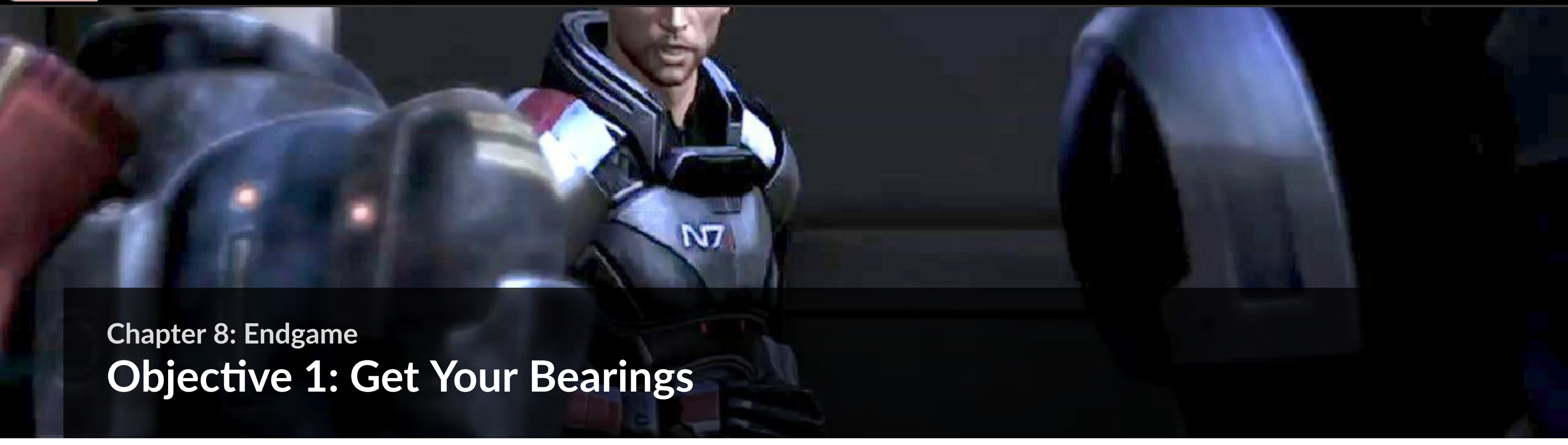


Citadel: Tower


D
Citadel Control Console
LEGEND
A To/From Indicator
Container (Crate/Kit/Locker)
Medical Kit/Station

Citadel Tower: Maintenance Shaft

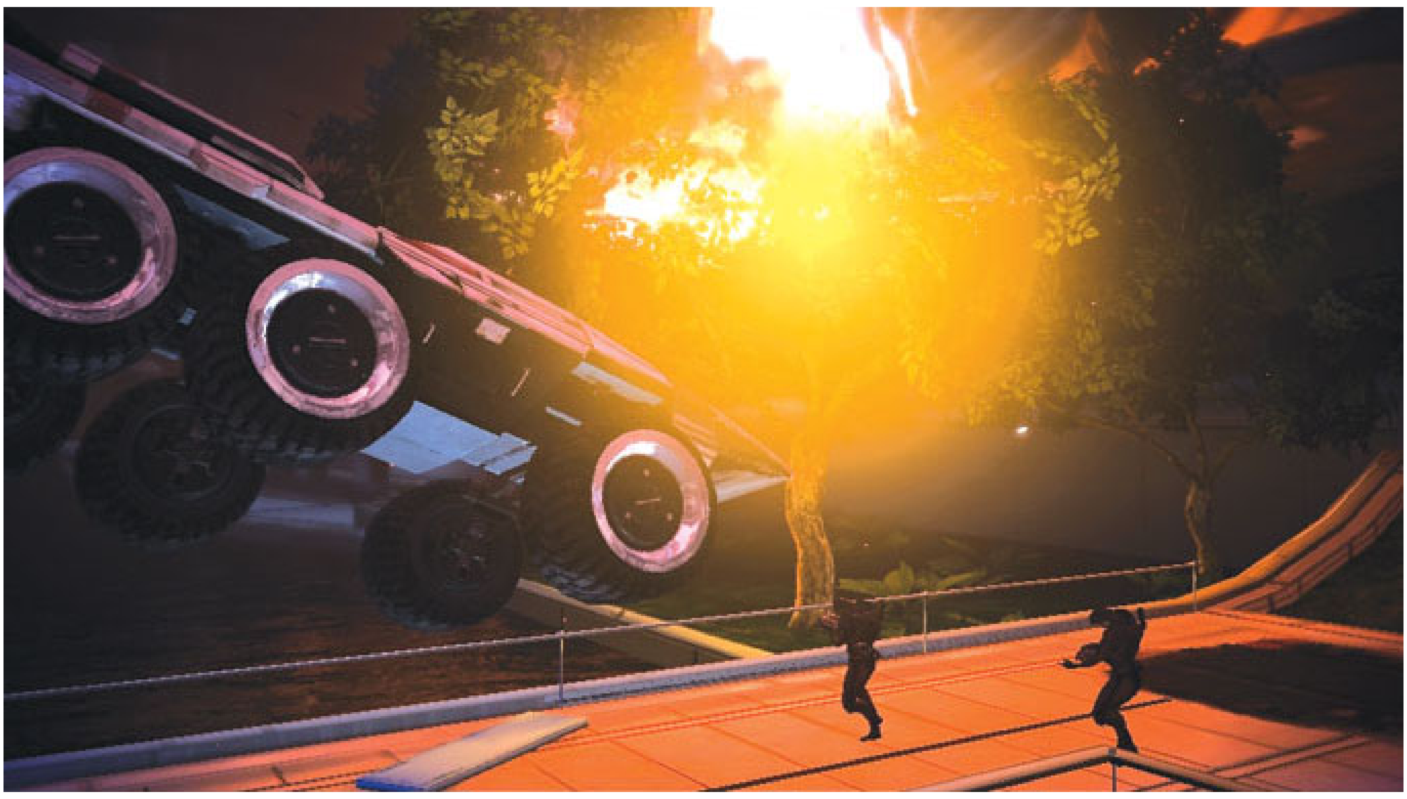




Chapter 8: Endgame

Objective 1: Get Your Bearings

Crash Landing

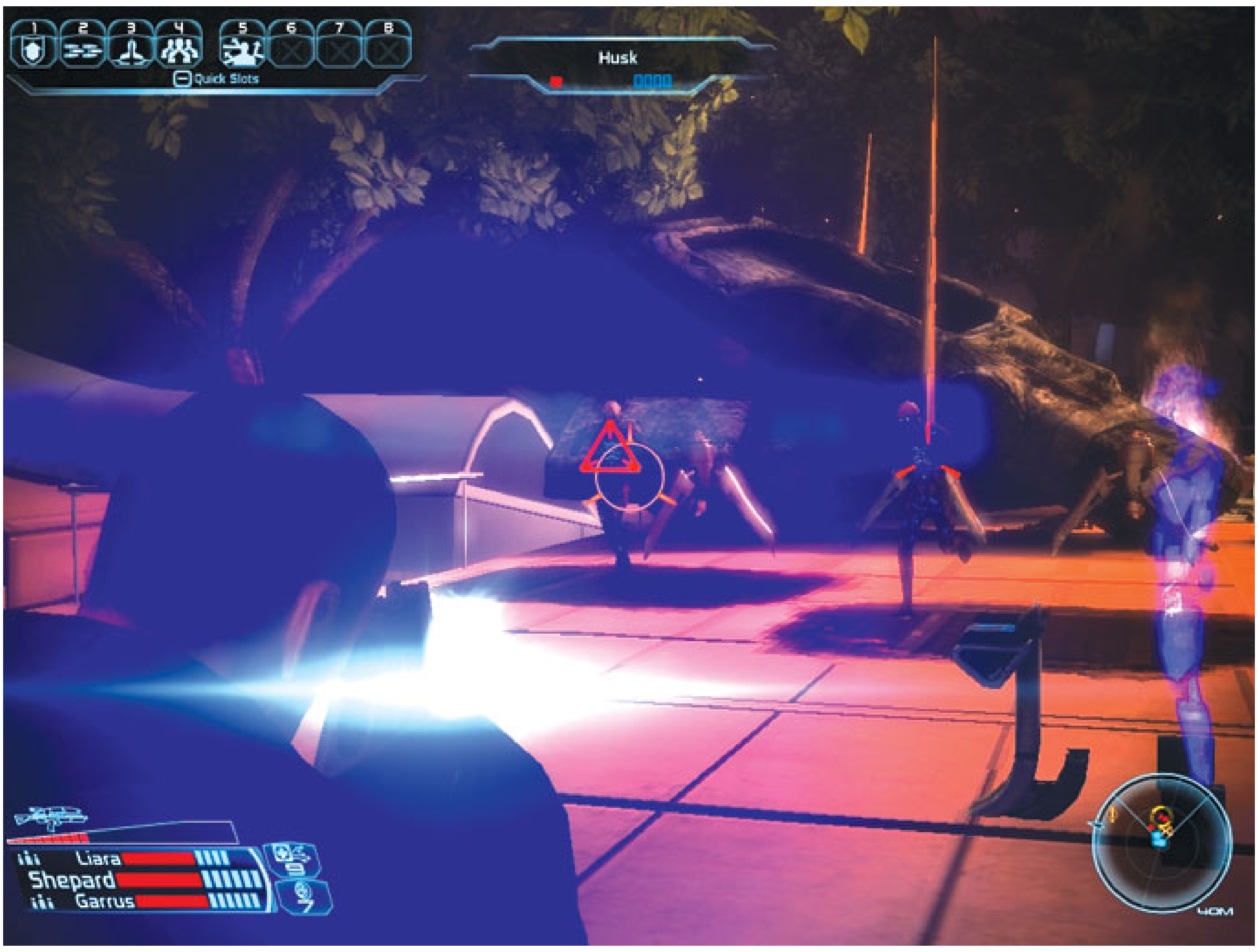


Tip

Open the medical kit near the upturned Mako to restock your medi-gel. You'll need it!

As advertised, the Protheans' Conduit relay sends Shepard's crew on a blistering FTL trip to the Citadel. The Mako reappears at the Presidium, emerging out of the mass relay "sculpture" that stands near the Citadel Tower elevator.

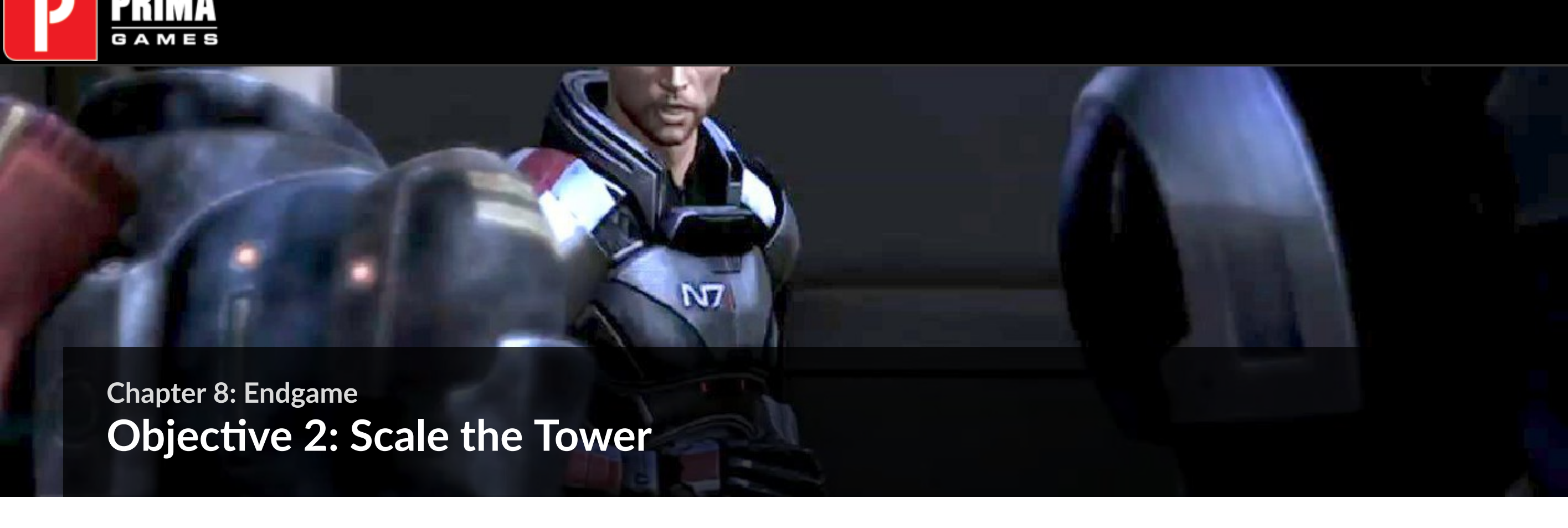
So that's what that thing was for! A pair of geth troopers are crushed by the tumbling Mako, and the crew scrambles out of the wreckage.



Speak with the nearby Avina terminal; it's gone completely haywire, but gives a bit of useful information pertaining to the whereabouts of Saren and the Council.

Approach the tower elevator instead, dropping the three husks that lower from nearby spikes to assault your team.

After they're destroyed, board the elevator and begin the ascent to the Citadel Tower.

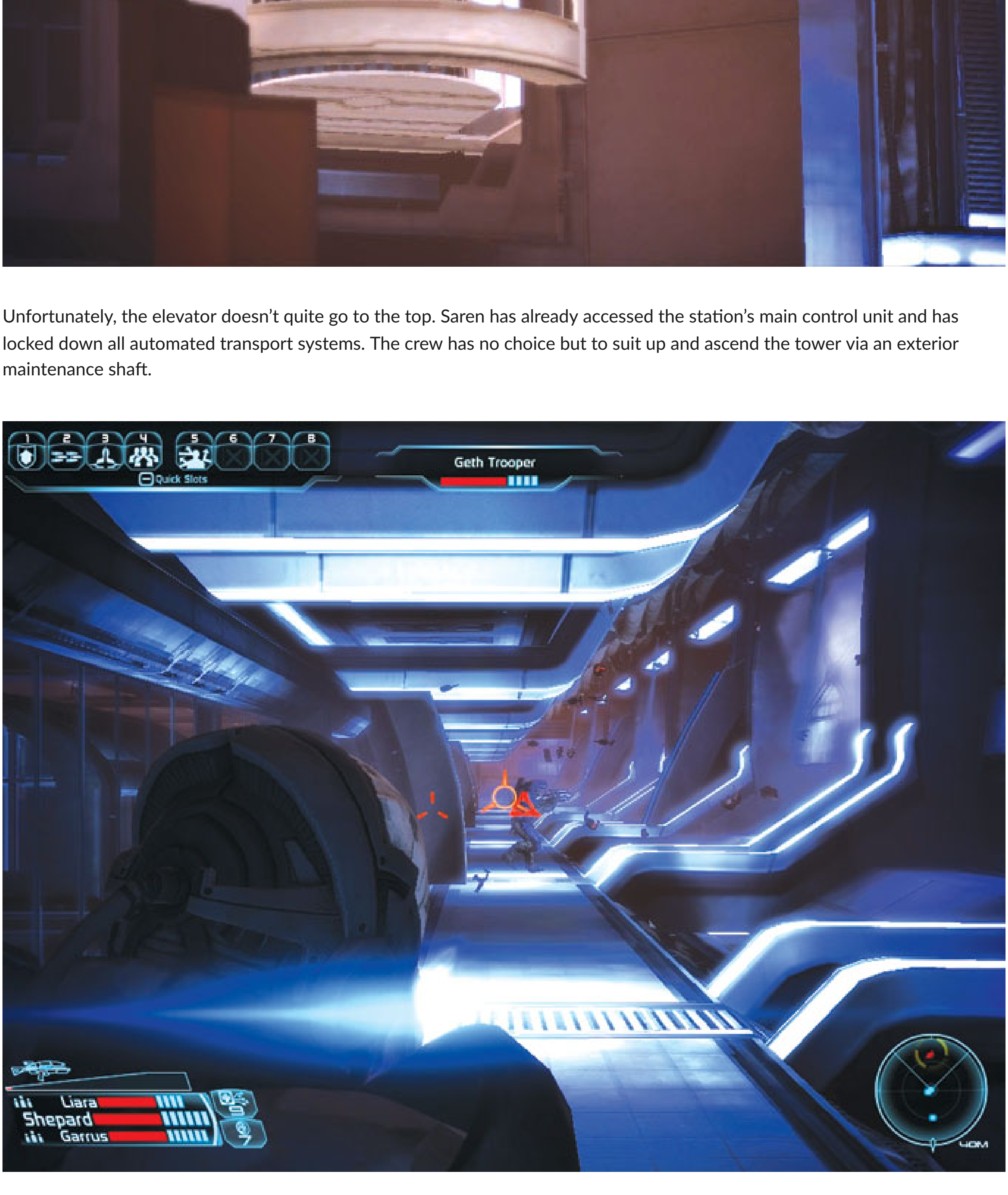


Chapter 8: Endgame

Objective 2: Scale the Tower

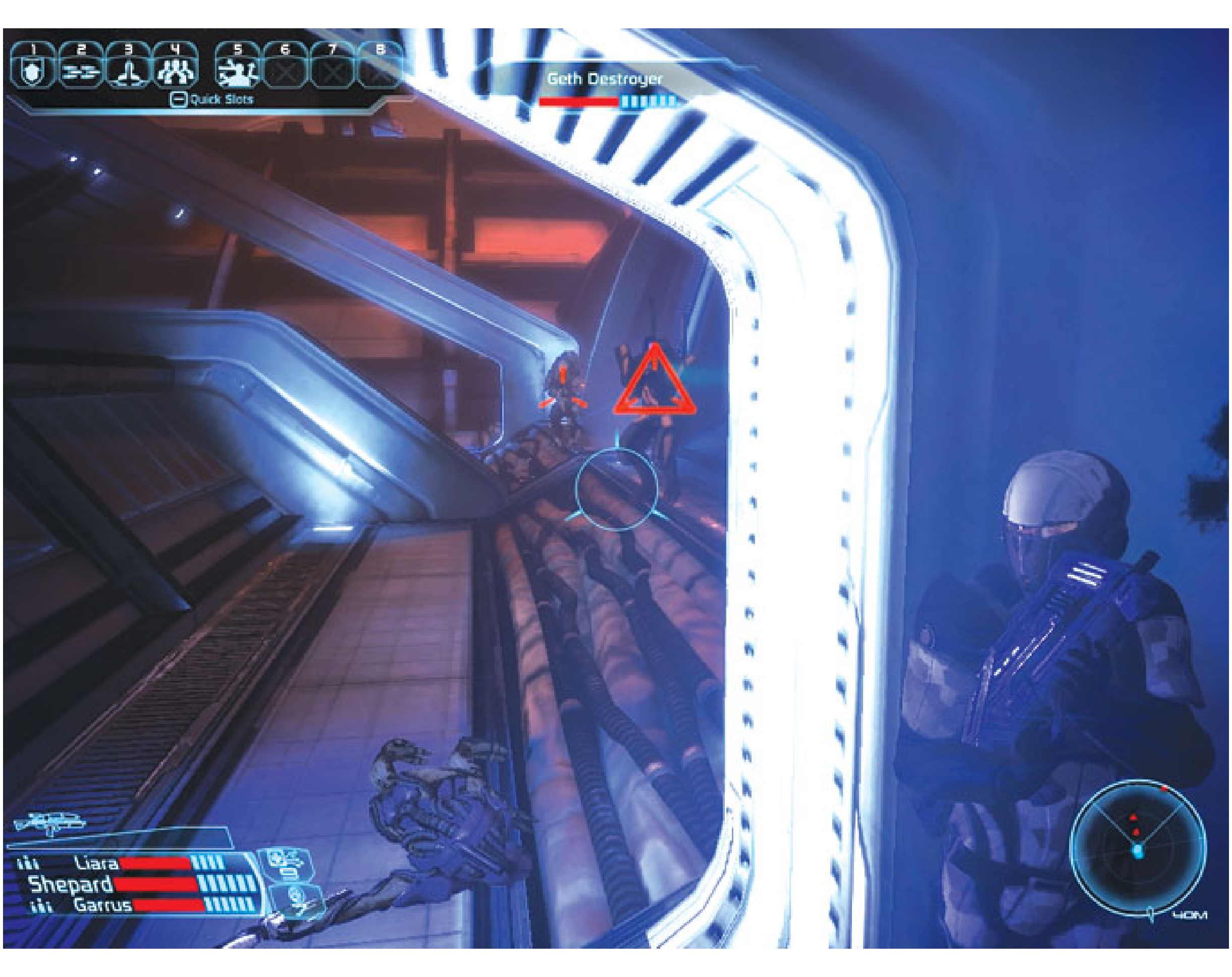
Citadel Tower: Maintenance Shaft

Unfortunately, the elevator doesn't quite go to the top. Saren has already accessed the station's main control unit and has locked down all automated transport systems. The crew has no choice but to suit up and ascend the tower via an exterior maintenance shaft.



Not far into the climb, the team is ambushed by a detachment of geth troopers and rocket troopers, who come barreling past in an elevator. A shock trooper also opens fire from the far end of the tunnel as the crew draws near.

Crouch and take cover in the low alcoves to the right, or press Shepard's back against the narrow walls that stick out from the left. Avoid rockets and Carnage blasts, and cut the geth down as fast as you can.

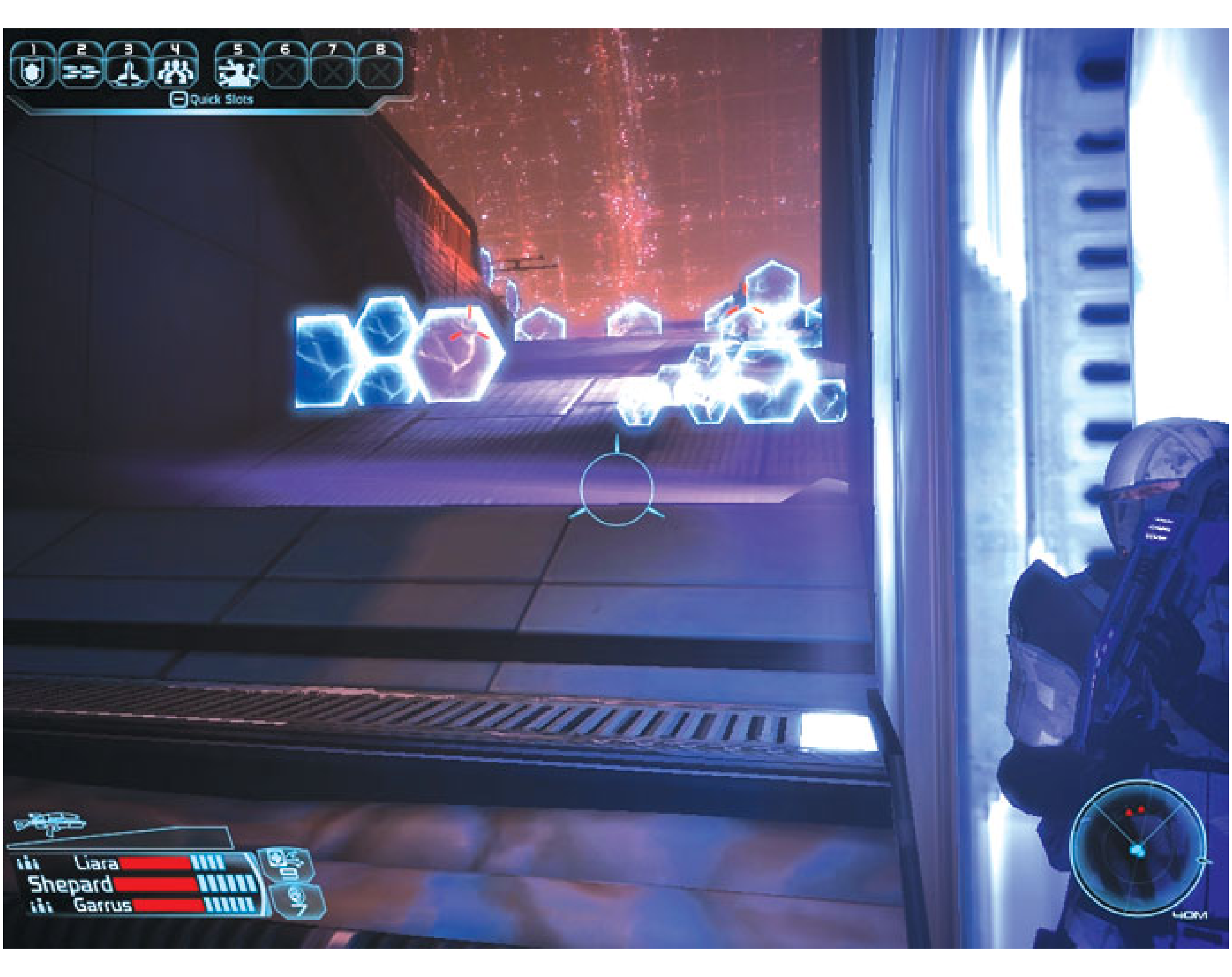


More geth engage the party beyond a steep rise, including a number of powerful geth destroyers, and a rugged **krogan warlord** . These krogan are beefed-up versions of the warriors you faced at Virmire: they become immune to health-based damage, they can super-charge their shields, and they regenerate after they fall once.

Advance slowly, keeping behind cover and picking off each hostile that moves into view. Avoid the krogan and destroyers' Carnage bombardments, and use your own abilities to dispatch them in short order.

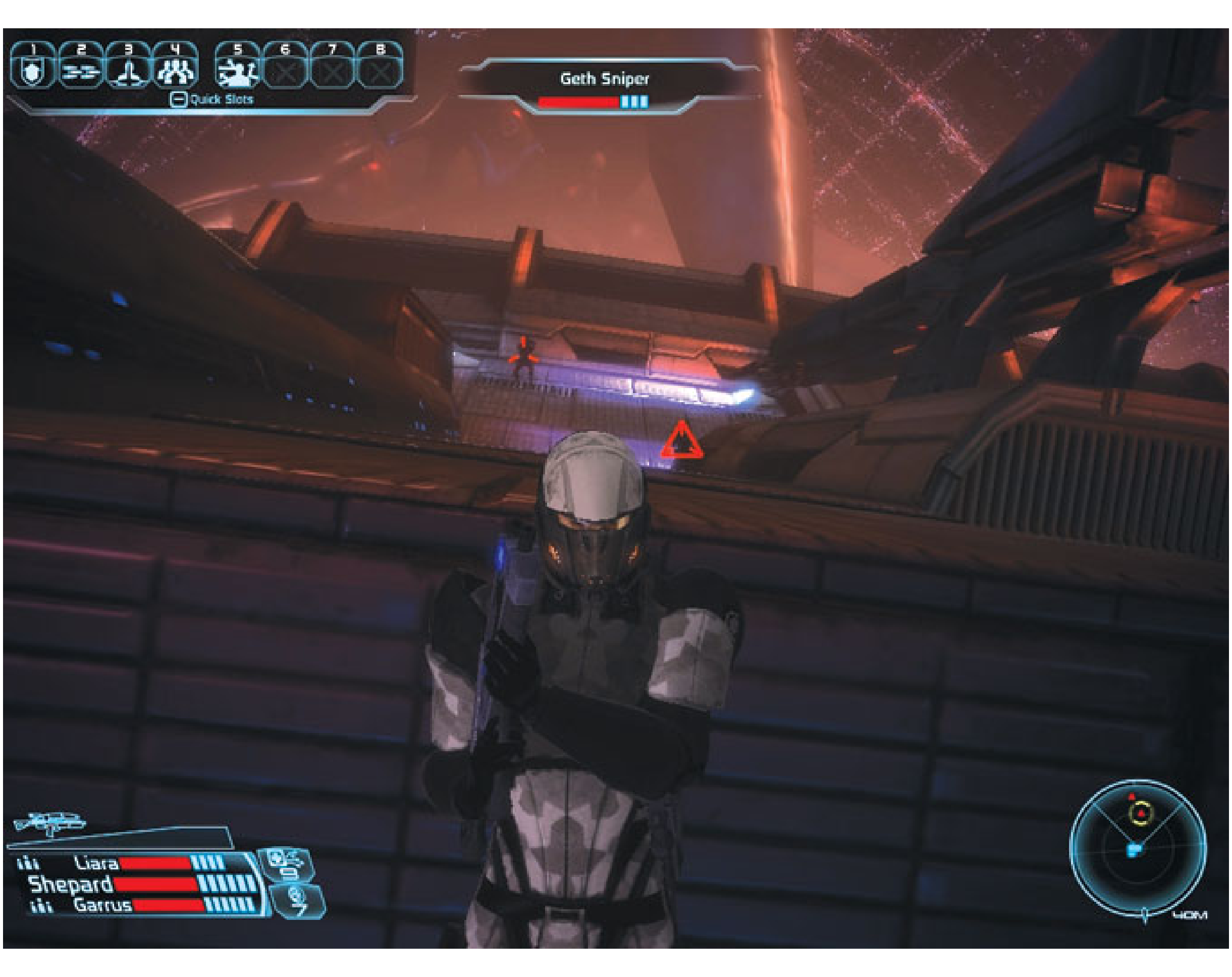
Tip

The biotic's Lift power can be of great value during fights along the tower. The low gravity often causes Lifted enemies to float out into space, effectively removing them from the fight.

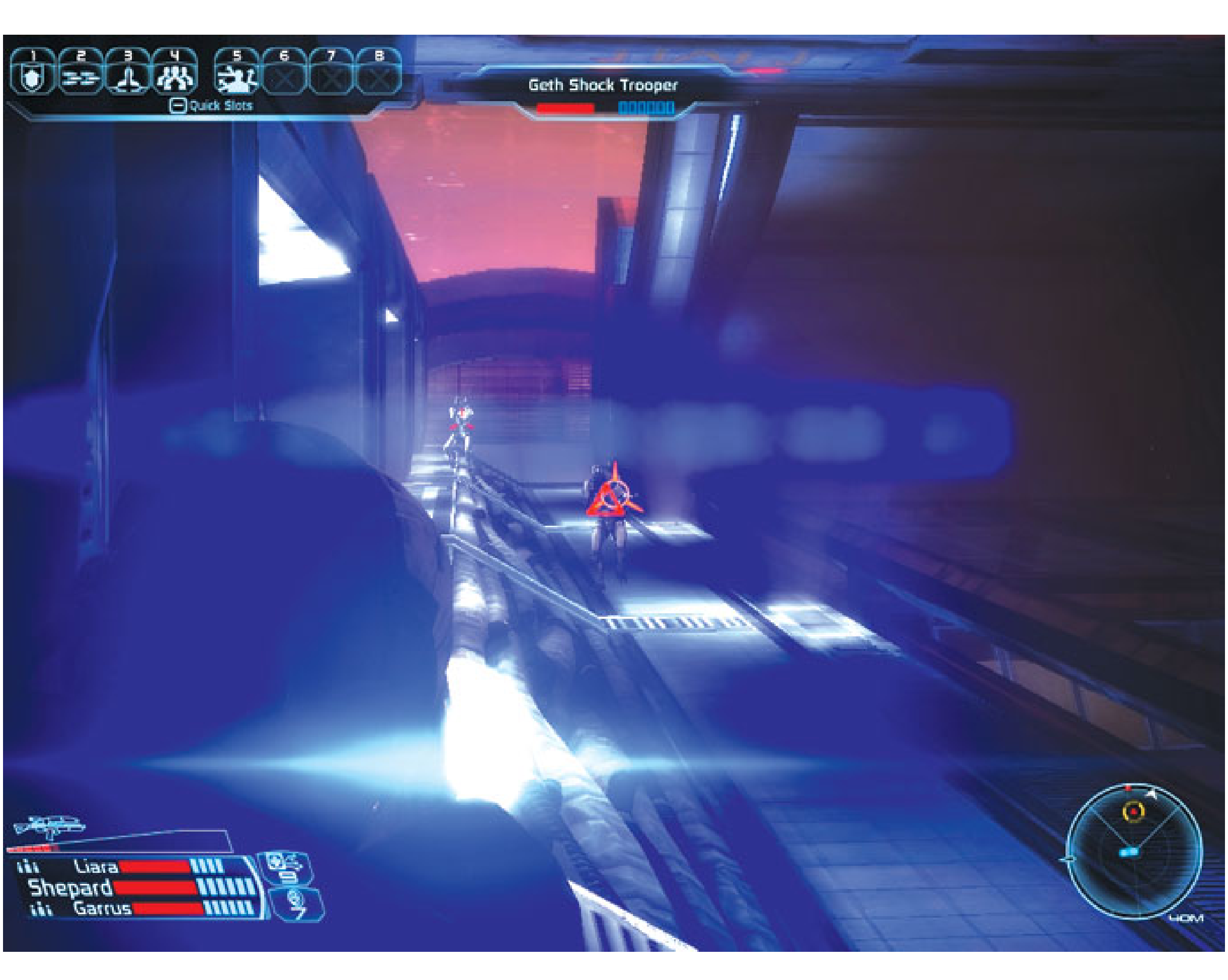


More geth troopers have entrenched themselves behind a network of small kinetic barriers at the far end of the maintenance shaft. Peek out from the corner and fire on the barriers to destroy them and expose the geth. Cut the synthetics down without mercy.

Citadel Tower: Exhaust Plain



Use caution when scaling the rise that follows; a geth sniper and rocket trooper lie in wait to the left. They are ready to blast your team the moment you move into view. Remain on the ramp, crouching and using the low southern wall as cover. Pop up to fire on these hostiles and duck to avoid their attacks as necessary.



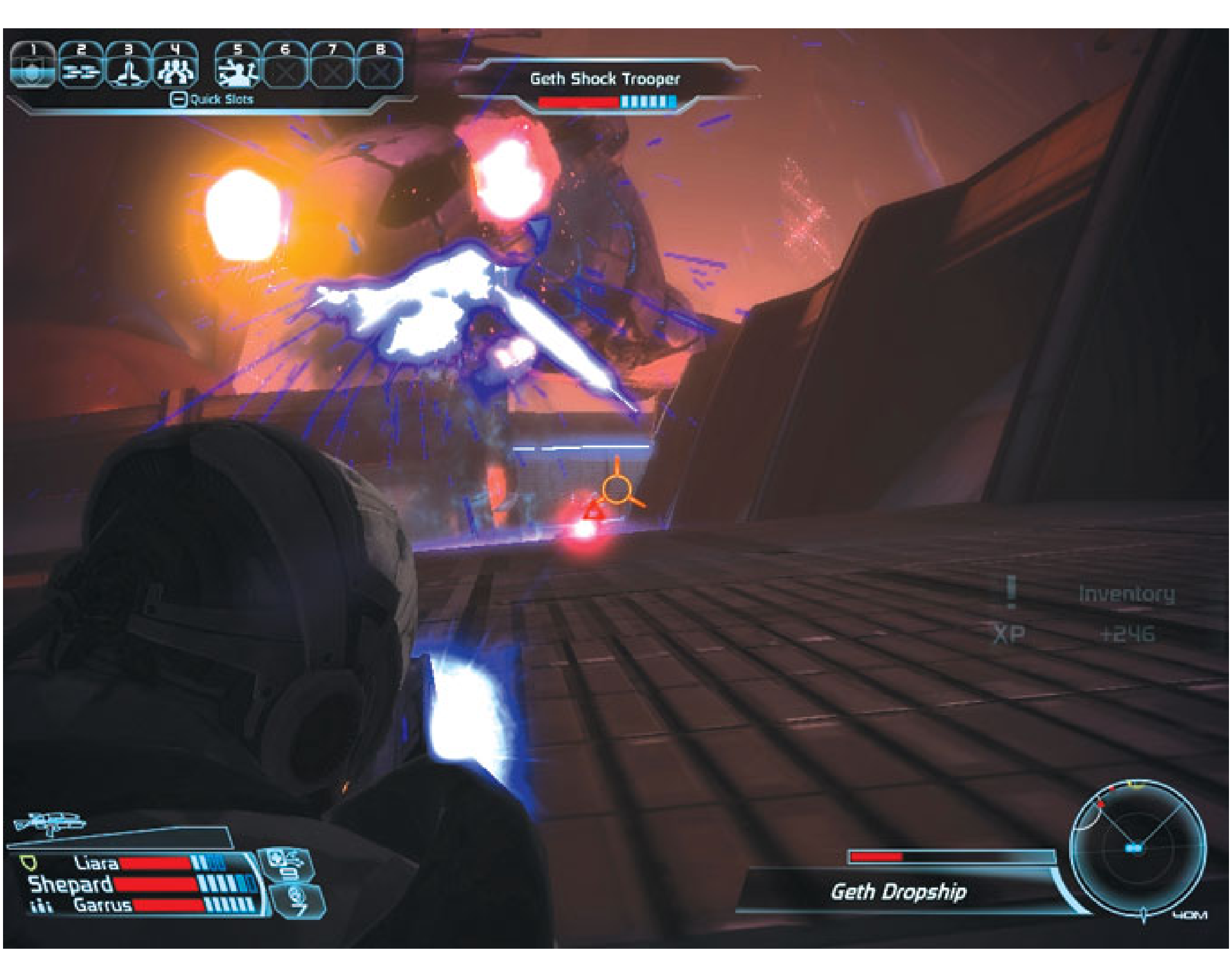
Navigating exhaust plain can be quite disorienting. Check your map often to ensure that you're on course, and use your radar to detect the presence of hostile forces.

There's all sorts of cover to utilize up here, so don't leave yourself exposed. You encounter numerous geth shock troopers and destroyers in the middle trench, so keep alert and proceed with caution.

Tip

Long trenches such as the one in the center of the exhaust plain offer a chance to beef up your squad as high as you like. Reinforcements never stop coming as long as you hang back near the trench's entrance, allowing you to rack up XP and gear.

Downing the Dropship



As the team exits the exhaust plain's central trench, a massive geth dropship flies past and begins deploying additional synthetic forces. Firing on the dropship won't get the job done; you must activate the surrounding Citadel defense turrets to batter the vessel with heavy ordnance.

You don't need to activate all three of the turrets, but the more you trigger, the faster the dropship will flee.

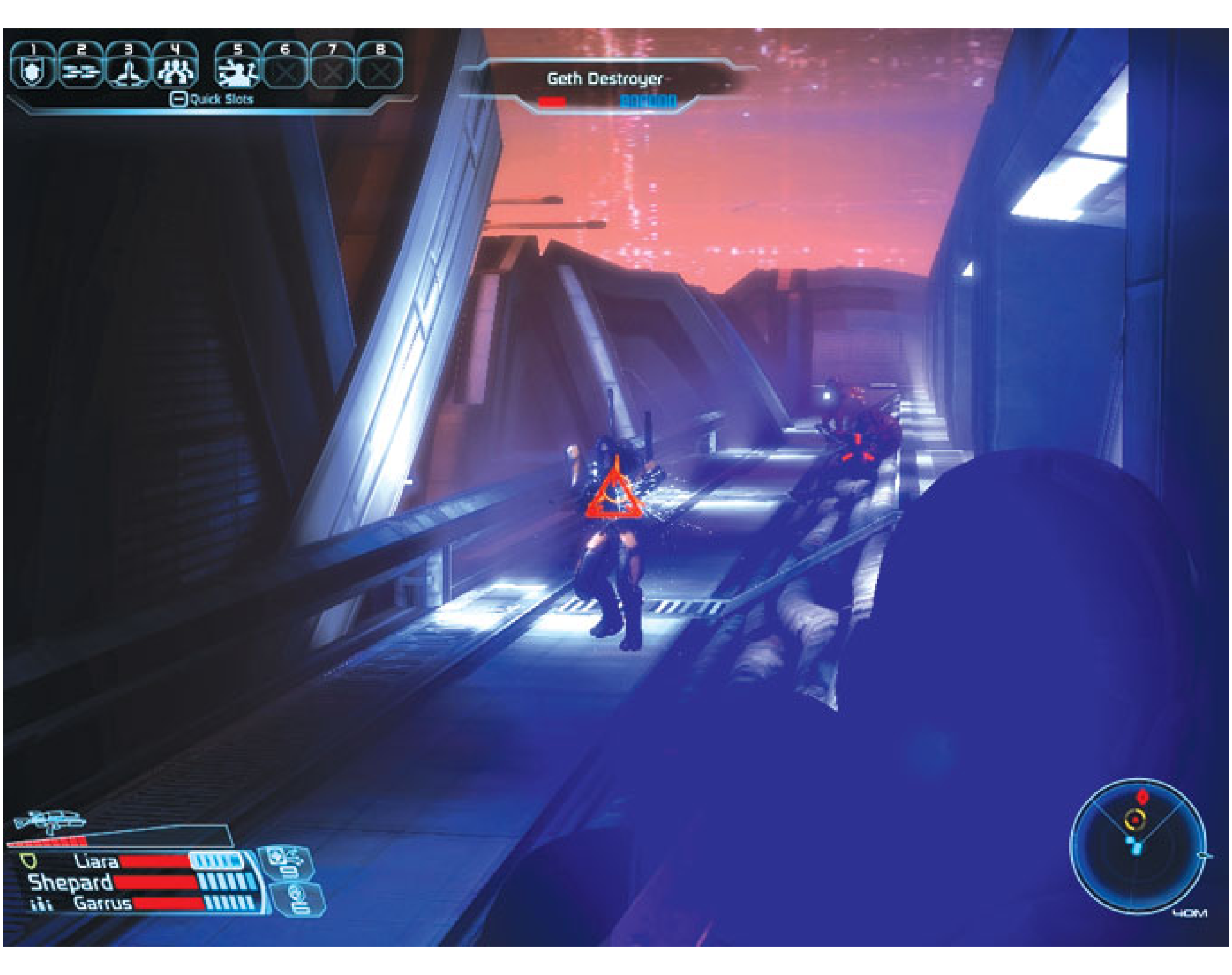
Tip

The dropship's health is displayed at the screen's lower-left corner, and the defense turrets are marked on the maps at the start of this walkthrough segment. Hurry and activate the turrets to weaken the ship, then assist your squad mates in gunning down the forces the ship deploys.

Tip

If you're looking to gain additional items and XP, don't activate the defense turrets and allow the dropship to deploy an endless torrent of hostiles.

Citadel Tower: Exterior Defense Grid

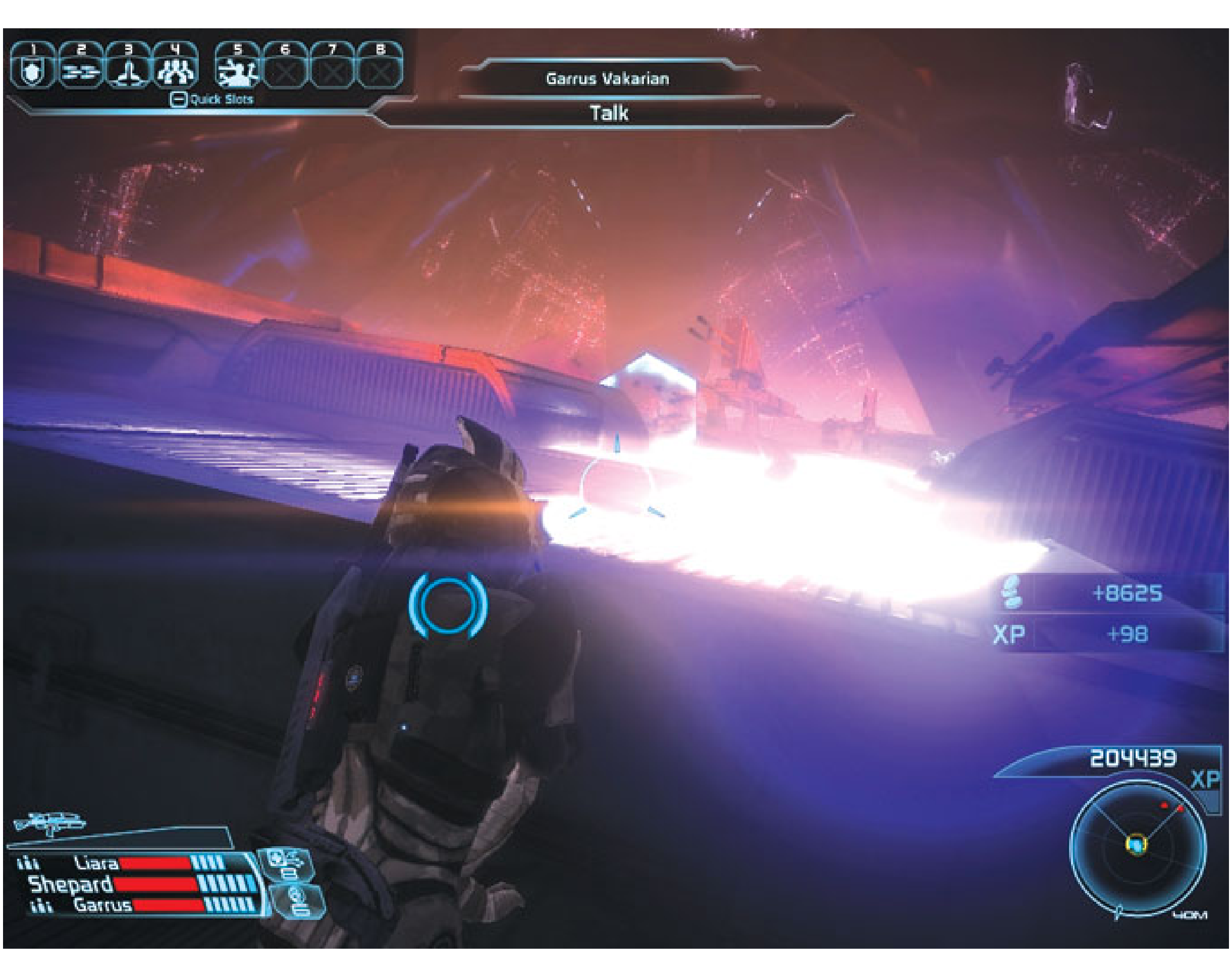


Beyond the exhaust plain, a long trench stretches out toward the tower's exterior defense grid. The trench is heavily defended by krogan warriors (similar to those you faced at Virmire), geth destroyers, and juggernauts, so keep behind cover and pick off these dangerous enemies from range.

Advance when it's safe to do so, but remain wary of possible reinforcements ducking out from the trench's far end.

Tip

Save your progress after securing the trench. The next bit can be pretty rough.



Saren's forces have taken control of the many rocket turrets stationed about the main portion of the exterior defense grid. Sprint forward and take cover behind the low domes sticking up from the ground.

Crouch down but don't press Shepard's back against these objects; keep a few paces back to avoid suffering splash damage when inbound rockets hammer against them. When you've found a suitable position, open fire on the nearest turret.

Aim for the emplacement's unshielded "head." The turrets are quite resilient, but a healthy dose of gunfire eventually does the trick and destroys them.

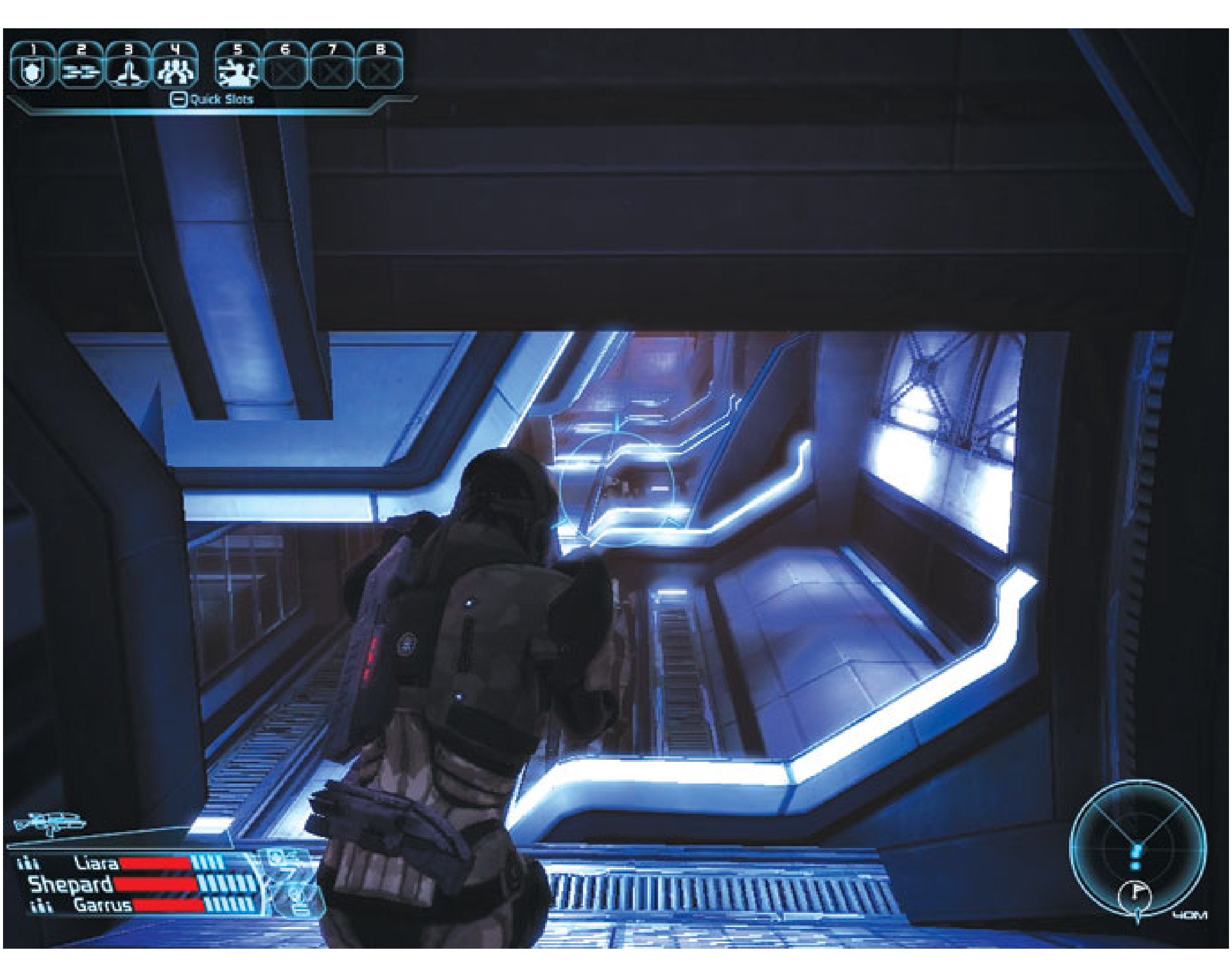
Note

The turrets explode in a brilliant flash as soon as they've suffered enough damage. Until you see that flash, you haven't destroyed the turret.

Tip

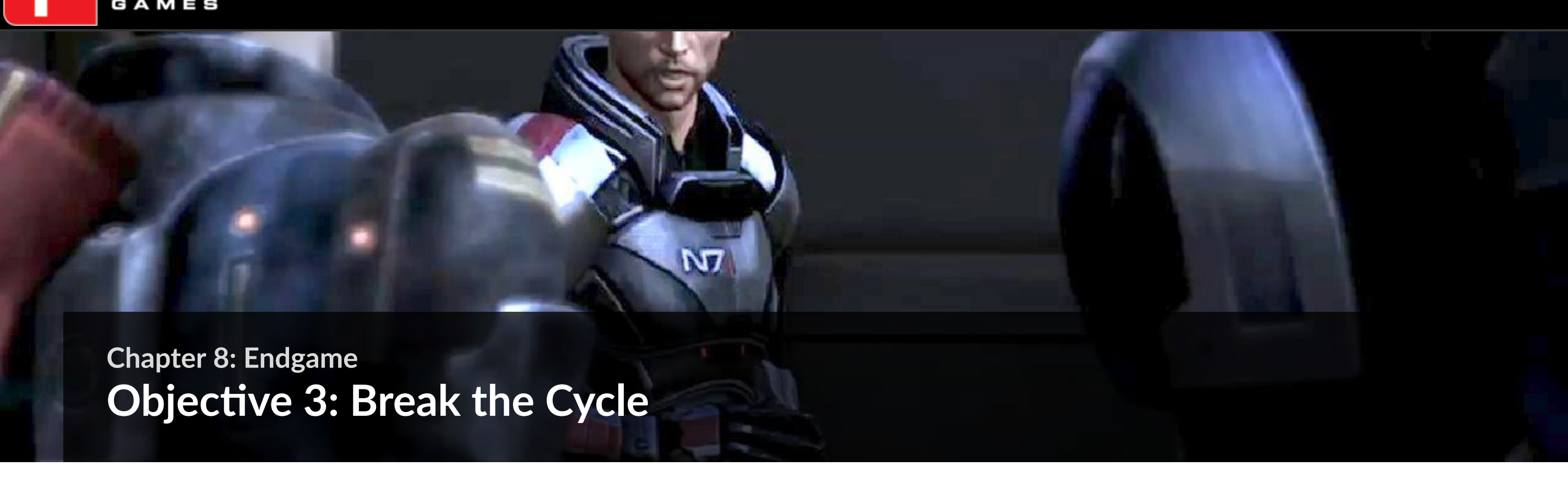
The low dugouts can serve as effective cover here as well.

Side Tunnel



If those rocket turrets are giving you grief, consider dipping into the eastern side tunnel for a chance at circumventing them. You face a large number of krogan in the tunnel, however, including warriors, warlords, and even a fearsome battlemaster (like the one you faced while rescuing Liara from Therum).

In short, this approach isn't without its share of danger. No matter which way you choose to tackle the exterior defense grid, your goal is the same: reach the **hatch** at the area's far southeast corner, and use it to arrive at the tower's apex at last.



Chapter 8: Endgame

Objective 3: Break the Cycle

Citadel: Tower

Geth Trooper
Quick Slots
Liara
Shepard
Garrus
40M

Shepard and company find the Citadel Tower in a sad state of disrepair. Open the **medical kit** at the top of the initial flight of steps to restock your medi-gel, then move to one side of the circular fountain and fire on the few geth soldiers stationed atop the next set of stairs.

Press forward after thinning out the geth while keeping watch for potential stragglers. Scale the stairs and eliminate the shock troopers at the far end of the area to secure the tower.

Tip

Work at securing one side of the area so you can utilize cover while firing on the geth at the opposite side.

Showdown with Saren, Take 2

Approach the far north end of the tower to find Saren hard at work transferring control of the station to *Sovereign* . Sensing Shepard's advance, the turian flees to his glider, hurling an explosive at the party and forcing them to leap for cover.

As before, Saren takes a moment to converse with Shepard prior to engaging the Spectre in mortal combat. He informs his nemesis that the fight won't be so easy this time around: *Sovereign* has "upgraded" him with synthetic implants to enhance his combat abilities.

Keep the conversation going by choosing left-side choices, and if your Charm or Intimidate Talents are at peak levels, you'll finally be able to persuade Saren into seeing the error of his ways.

Note

If you were able to persuade Saren during your encounter at Virmire, then you succeeded in planting a seed of doubt in his mind. This makes it easier to persuade Saren at this final showdown.

Unfortunately, the implants *Sovereign* has forced upon Saren are too much for the fallen Spectre to deal with. Unable to bear the strain any longer, Saren brings his own life to a tragic end.

Note

If you weren't able to persuade Wrex into calming down back at Virmire, then convincing Saren to take his own life here earns you the same Achievement you might have gained back then.

Achievement Unlocked

Charismatic

The Hard Way

Saren
Quick Slots
Liara
Shepard
Garrus
Saren
40M

If you're unable to persuade Saren into turning against *Sovereign* Saren has the same attacks and abilities, but he's a lot tougher this time around. Stay mobile, keep near cover, and draw upon your squad's abilities to bring Saren down as you did before.

Tip

Swap out your team's anti-synthetic weapon upgrades before combating Saren, and replace them with ones harmful to organics or capable of bypassing shields.

A Difficult Choice

At last, the Citadel's main control unit is within your grasp. After putting an end to Saren's meddling, rush to the **control panel** he was using and activate it to transfer Vigil's data file. This grants Shepard total control over all Citadel Systems, and the valiant Spectre immediately opens communications with the galactic fleet.

Joker returns the hail, saying he's standing by with the armada, awaiting orders. If Shepard gives the order, they'll jump in immediately and annihilate the geth warships, saving the Council members aboard their capital ship, the Ascension.

One of Shepard's squad mates interjects, urging Shepard to hold the fleet back. They argue that the Ascension must be sacrificed for the greater good; there's no point in putting the fleet into jeopardy when they've still got *Sovereign* to deal with.

You must now choose which course of action to take: save the Council by ordering in the fleet, or leave the Ascension to its fate and ask the fleet to move against *Sovereign* instead. Choose wisely, Commander.

Note

Choosing to save the Council earns you a vast sum of Paragon points, while sacrificing them bolsters your Renegade status. The cutscenes that follow vary based upon your decision.

Final Boss: Saren Reborn

Needing to ensure that the threat has indeed passed, the crew heads down to inspect Saren's corpse. It's a good thing they do, because the right hand of *Sovereign* isn't quite finished yet.

Indeed, the implants imbedded into Saren's frame suddenly become active: Turian flesh melts away, revealing a horrific synthetic endoskeleton. With words of malice and a terrible growl, the final confrontation begins.

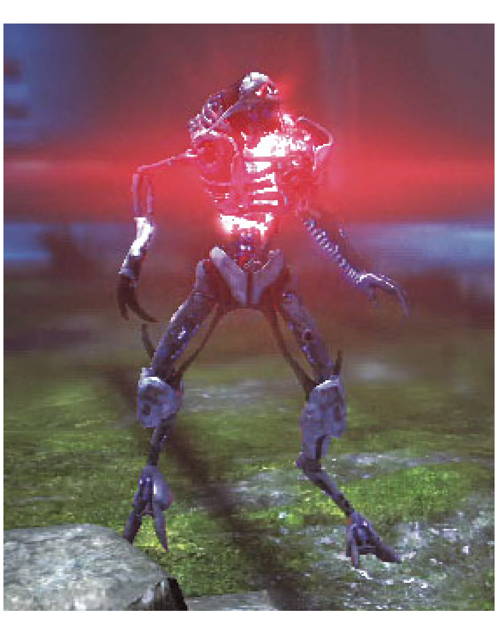
Tip

If you fought Saren a moment ago and swapped out your weapon upgrades, be sure to re-equip any anti-synthetic enhancements you might have.

Tip

Lift is the key against Sovereign-Saren. If all three squad members can use Lift, the creature can be kept locked down for most of the fight, resulting in an easy win.

Sovereign-Saren



Rating : Final Boss

Resistances: Combat, Tech

Weaknesses: None

Powers:

- Carnage
- Damping Beam
- Overload Beam
- Sabotage Beam
- Wall Jump

The ultimate incarnation of Sovereign's undying hatred for all living things, this reanimated, synthetic corpse of Saren is the final and most formidable adversary Shepard has ever faced.

The creature can be thought of as a supercharged geth hopper with incredible firepower, debilitating abilities, and devastating Carnage blasts. Do everything you can to put down this menacing foe and ensure the survival of mankind and all other sentient life in the galaxy.

Saren
Quick Slots
Liara
Shepard
Garrus
Saren
40M

Here's hoping your squad has some biotic and tech powers to draw upon, because such abilities are highly beneficial during the fight against Sovereign-Saren.

The creature is extremely nimble, making abilities that slow and neutralize enemies (such as Lift and Throw) incredibly valuable. Sovereign-Saren's attacks are devastating. It unleashes barrages of Carnage the likes of which you've never seen.

Tip

Keep on the move throughout this fight. A stationary target is as good as dead.

Saren
Quick Slots
Liara
Shepard
Garrus
Saren
40M

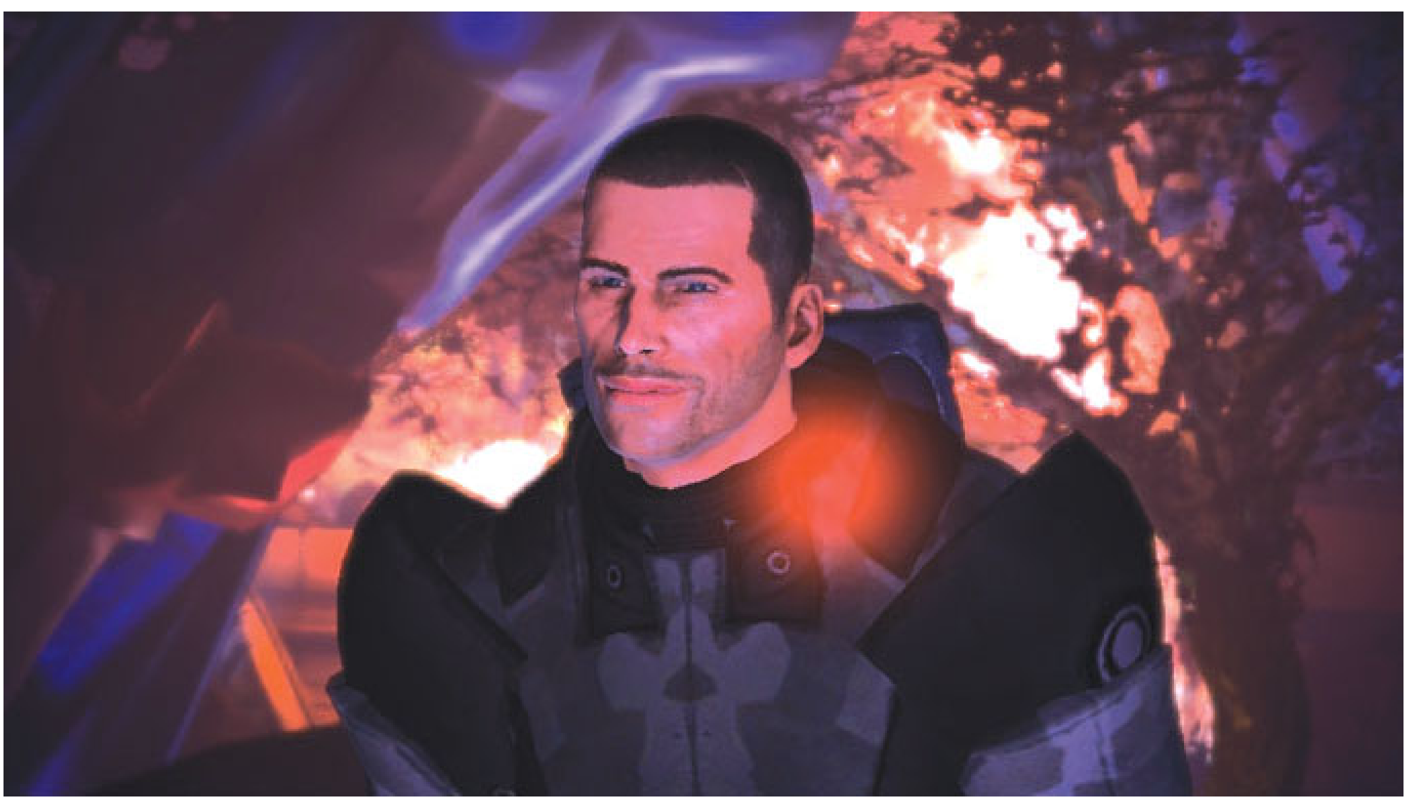
All of your squad's abilities must be employed against Sovereign-Saren. Rapid-fire weaponry is also ideal here to counter the fiend's lightning agility. Stay mobile, use your powers wisely, and don't relent until the fiend is no more.

Objective 4: Usher a New Era

Victory!

Sifting through the wreckage atop Citadel Tower, Captain Anderson and his men find Shepard's squad mates badly shaken, but none the worse for wear.

Unfortunately, their heroic commander is nowhere to be found. With heads hung low, the group turns to leave. Shepard's sacrifice will not be forgotten.



It doesn't end that way, however. Hearing a sound, Captain Anderson spins about, a glimmer of hope in his eye. The old captain watches in disbelief as his former XO comes stumbling out of the surrounding ash and debris. The smile that spreads across Shepard's face says it all. Mission accomplished!

Achievement Unlocked

Medal of Honor

A New Day Dawns

Depending on whether you ordered the fleet to defend the Ascension and save the Council, the esteemed leaders may or may not be present during this final meeting. The end result is the same, however: humanity's great sacrifice and deeds of valor have at last earned them a seat on the galactic Council.

Shepard's name carries great weight these days, and the Spectre is asked who should take the chair: Captain Anderson or Ambassador Udina. The choice is entirely up to you, and it only affects the next few lines of dialogue.

As before, when Shepard was forced to steal the Normandy, we're pretty sure we know which option you'll favor.

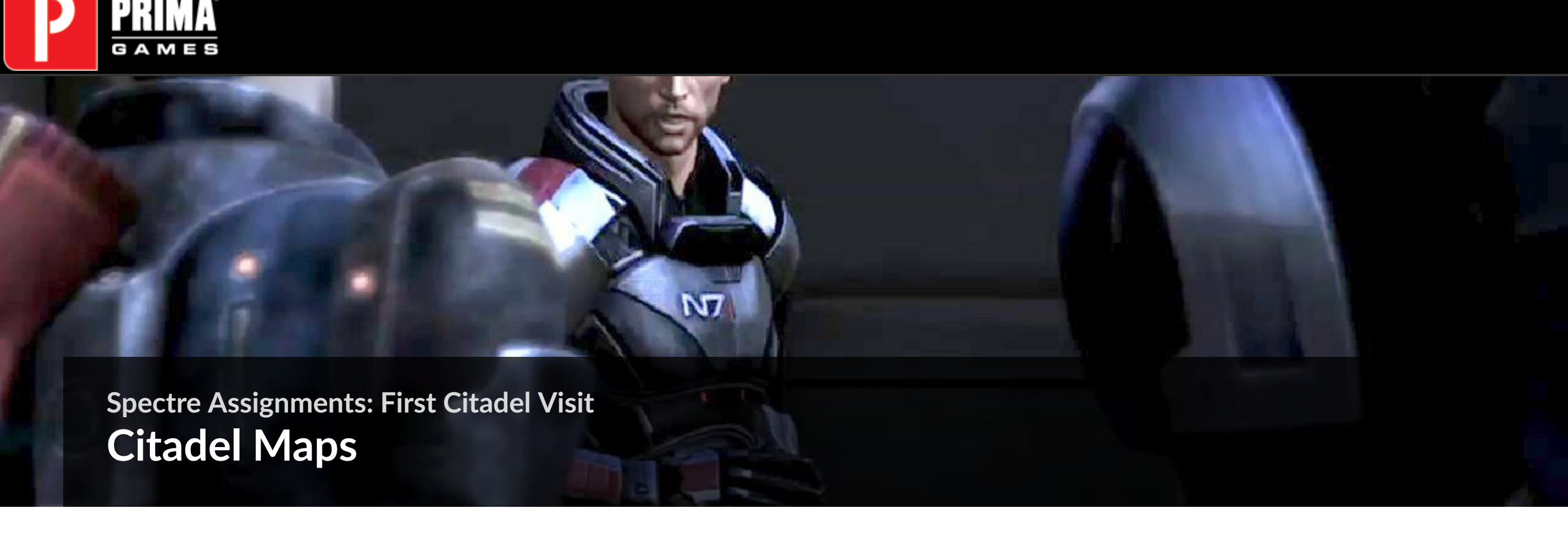
Congratulations!

Note

Completing your first playthrough of Mass Effect is no easy feat, but you've done it, Commander. In honor of your great achievement, you're now able to replay the entire adventure using the same character, if you'd like.

This means you'll have access to all of Shepard's current powers, talents, and gear, right from the onset on Eden Prime. You're also able to test out a whole new and advanced level of difficulty if the highest available level of difficulty has been completed. Well done!

You've made countless decisions during your trek through the stars, Commander. Many roads were left untraveled, however. Where will your next voyage take you? A universe of infinite possibility awaits....



Spectre Assignments: First Citadel Visit

Citadel Maps

Note

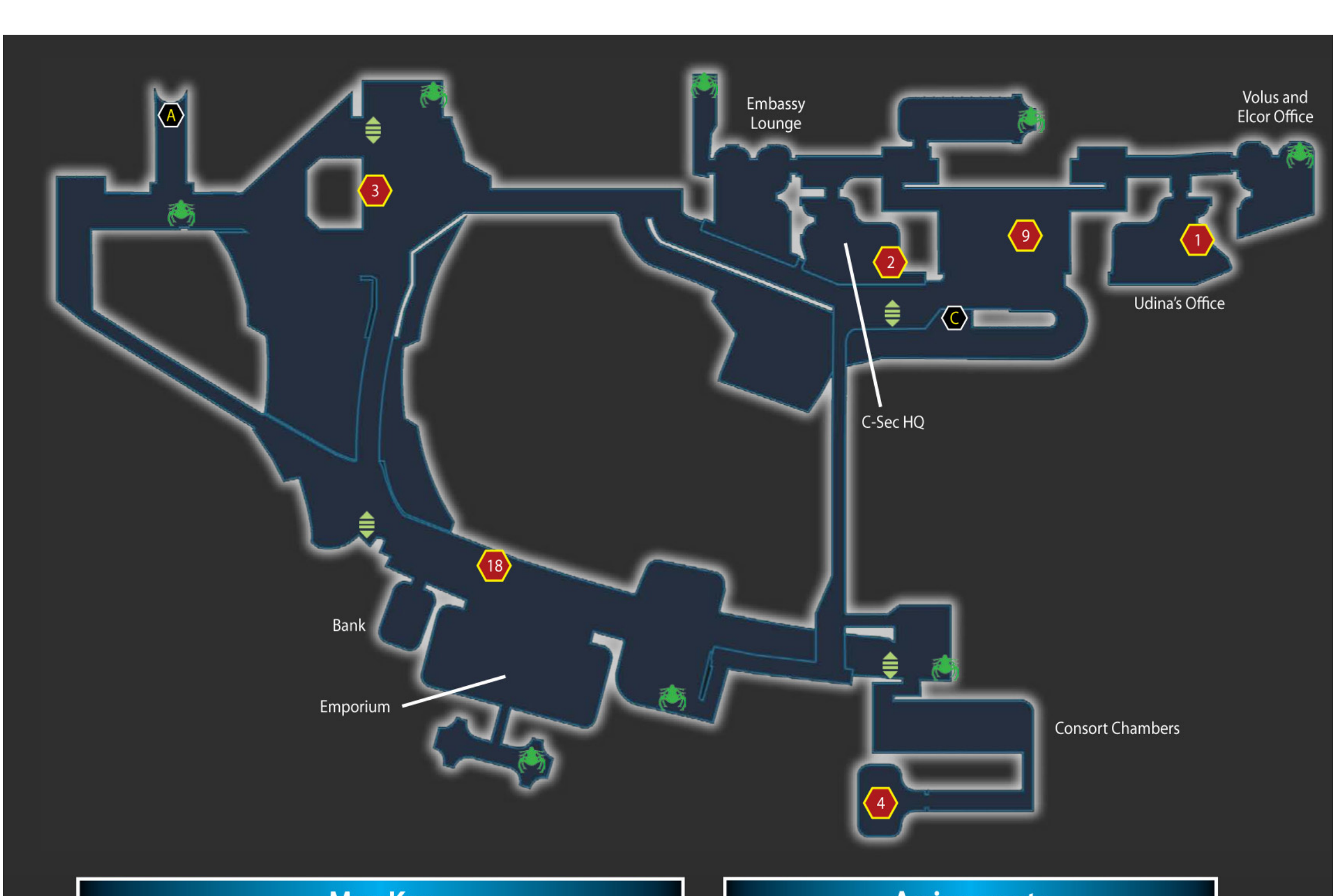
All of these optional Spectre assignments can be triggered upon your first visit to the Citadel after Eden Prime, but not all of them can be completed without leaving the Citadel.

Note

The numbered icons on the maps at the beginning of this chapter indicate the starting point of each assignment.

Match the number of the icon to the number at the beginning of the following assignment walkthrough headers. For example, (4) indicates the location of the trigger for (4) Citadel: Asari Consort.

Citadel: Presidium



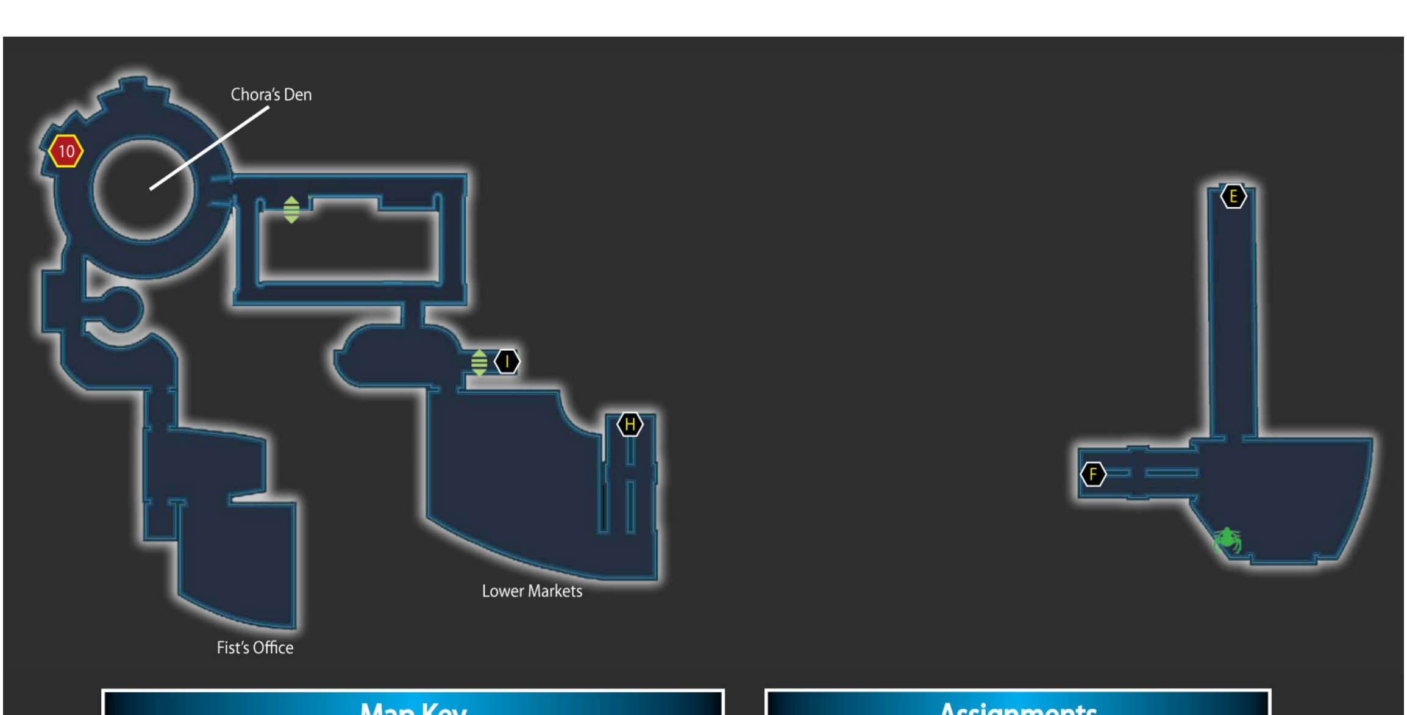
Map Key

Icon	Description
A, B, etc.	To/From
⇕	Citadel Rapid Transit
●	Keeper (see "5 Citadel: Scan the Keepers")

Assignments

Icon	Assignment
1	Unusual Readings
2	Strange Transmission
3	Citadel: Presidium Prophet
4	Citadel: Asari Consort
5	Citadel: Scan the Keepers
6	Citadel: Jahleed's Fears
7	Citadel: Reporter's Request
8	Citadel: The Fan
9	Citadel: Homecoming
10	Citadel: Xeltan's Complaint
11	Citadel: Rita's Sister
12	Citadel: Signal Tracking
13	Citadel: Dr. Michel
14	Citadel: Schells the Gambler
15	UNC: Hostage
16	UNC: Missing Survey Team
17	UNC: Missing Marines
18	UNC: Hostile Takeover (2 ways to trigger)
19	UNC: Privateers

Citadel: Lower Wards



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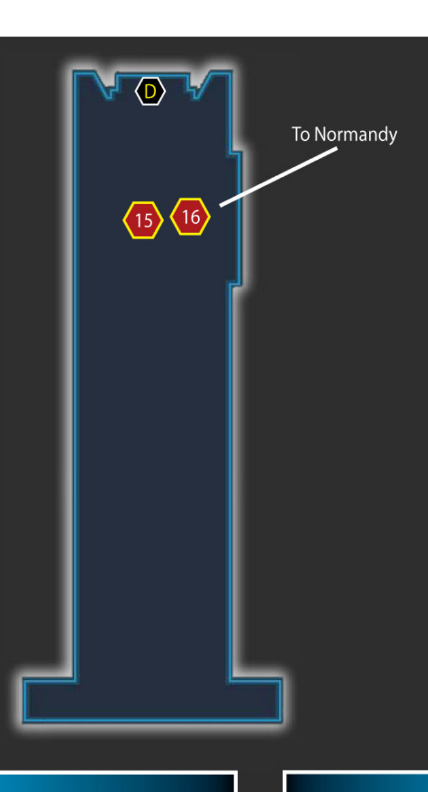
14	Citadel: Schells the Gambler
15	UNC: Hostage
16	UNC: Missing Survey Team
17	UNC: Missing Marines
18	UNC: Hostile Takeover (2 ways to trigger)
19	UNC: Privateers

Citadel: Docking Bays



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10	Citadel: Xeltan's Complaint
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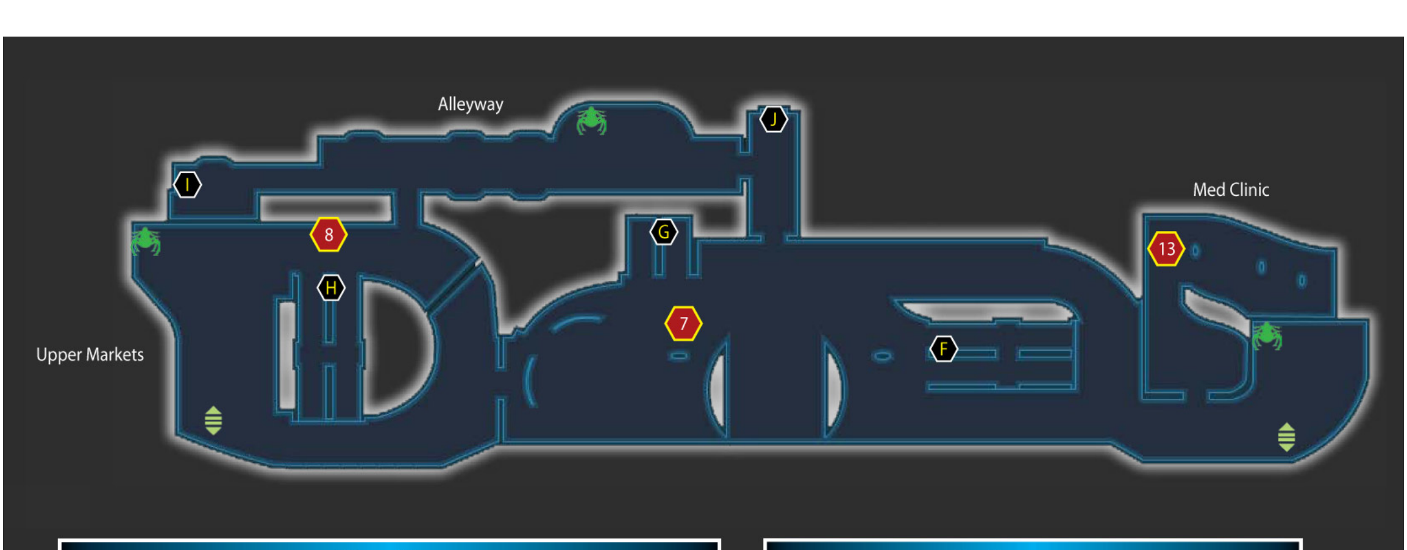
12	Citadel: Signal Tracking
13	Citadel: Dr. Michel
14	Citadel: Schells the Gambler
15	UNC: Hostage
16	UNC: Missing Survey Team
17	UNC: Missing Marines
18	UNC: Hostile Takeover (2 ways to trigger)
19	UNC: Privateers

Citadel: Upper Wards



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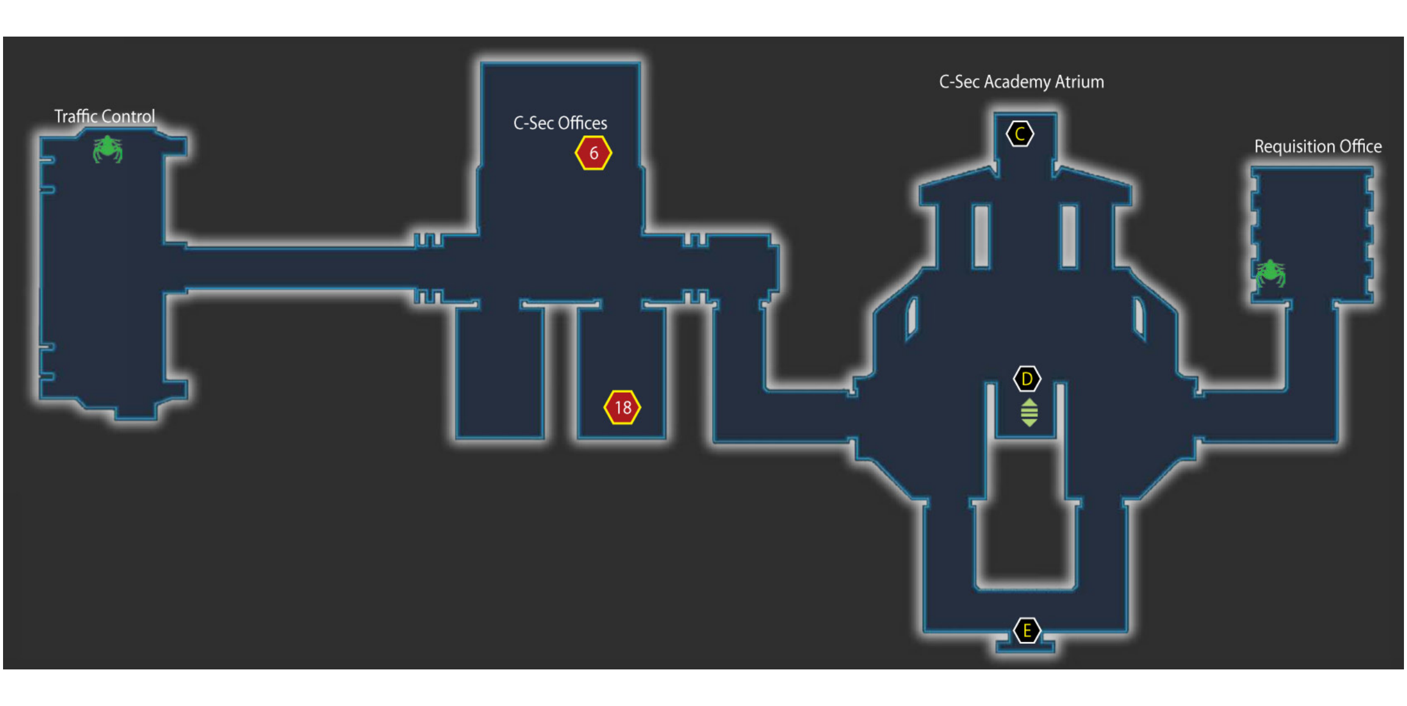
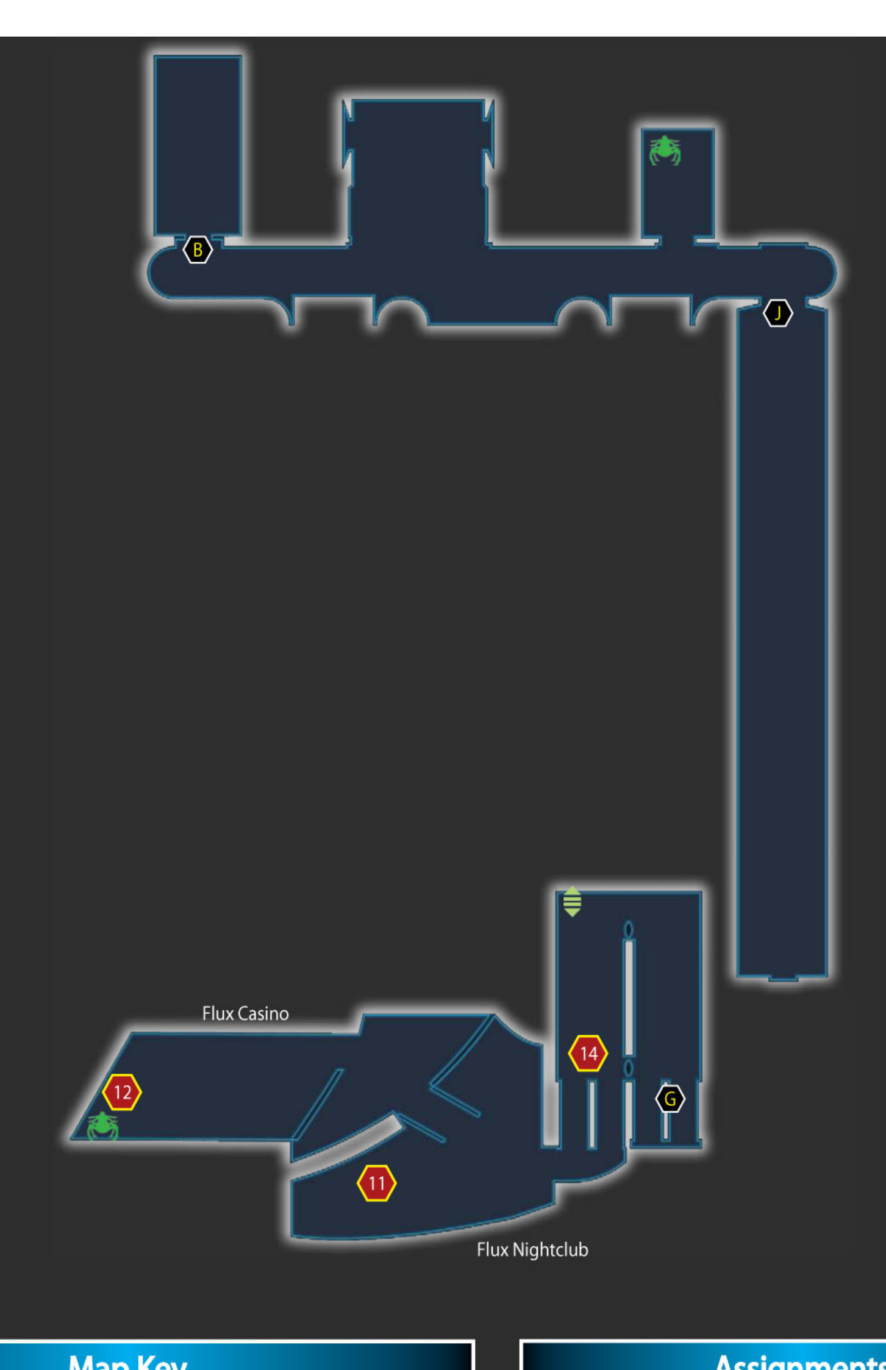
16	UNC: Missing Survey Team
17	UNC: Missing Marines
18	UNC: Hostile Takeover (2 ways to trigger)
19	UNC: Privateers

Citadel Security Academy (C-Sec Academy)



Citadel: Flux and Wards Access



Map Key

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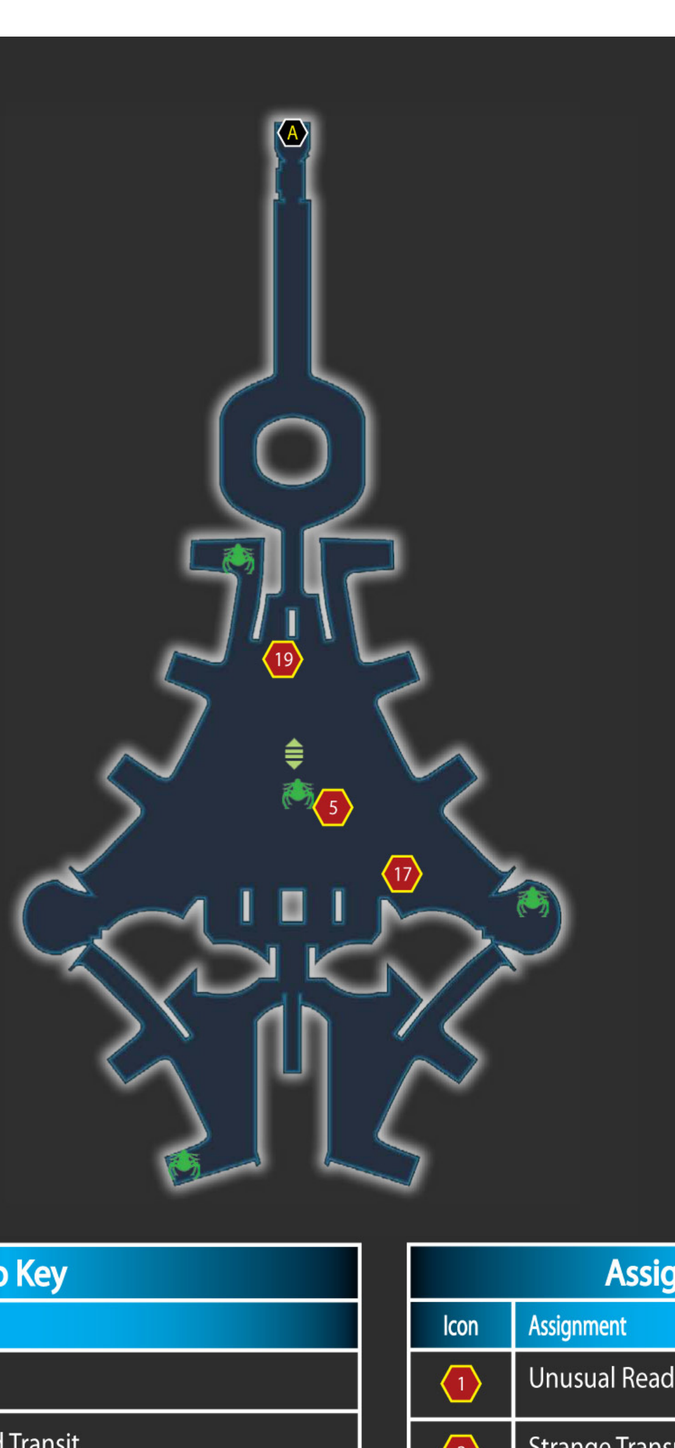
Citadel Tower



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17	UNC: Missing Marines
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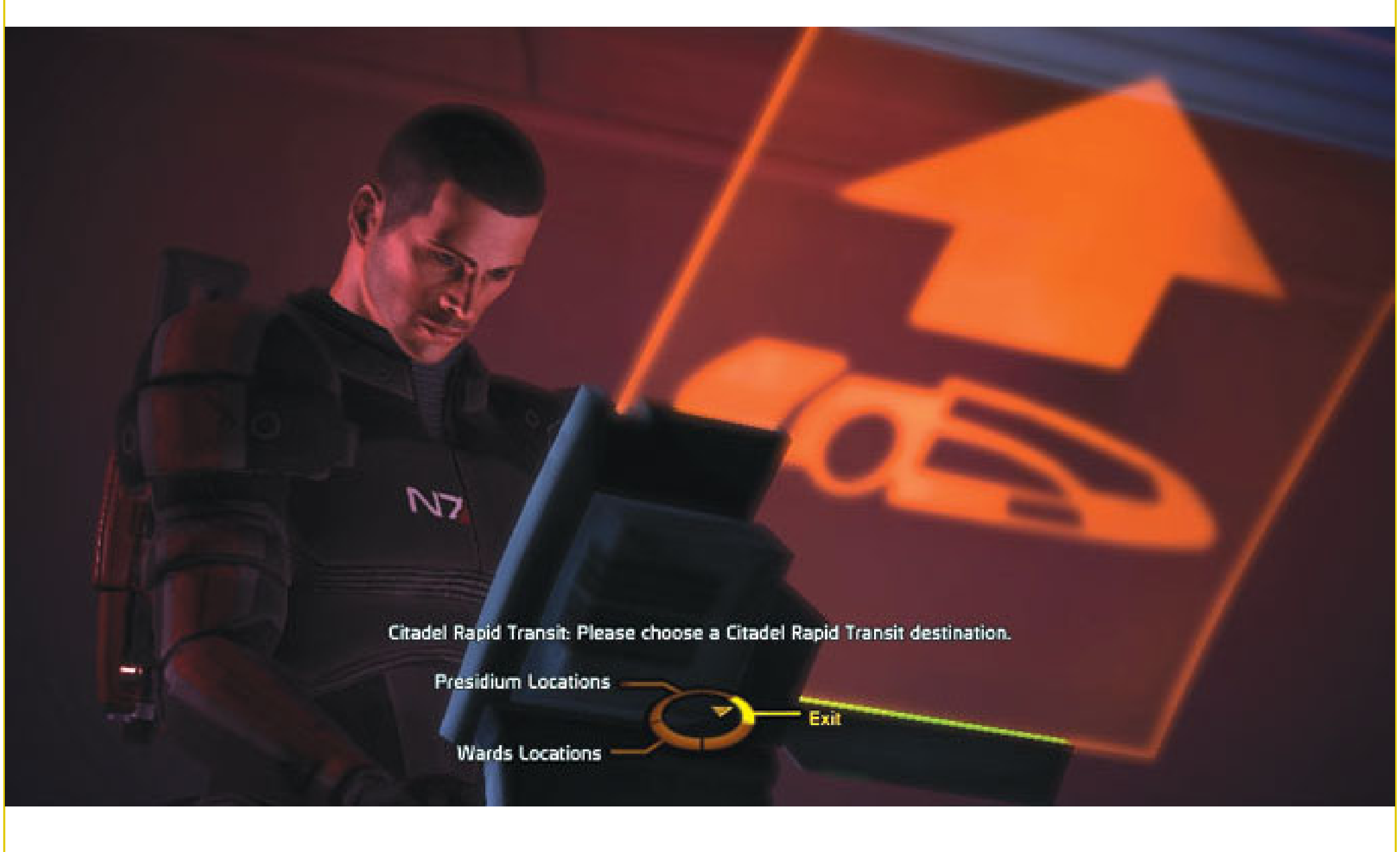
19	UNC: Privateers

Ride in Style: Citadel Rapid Transit

The Citadel is one of the largest areas in the game, and your assignments will take you to every corner of it.

You can save yourself a lot of time by taking advantage of the Citadel Transit terminals located around the Citadel (and labeled with icons on our maps).

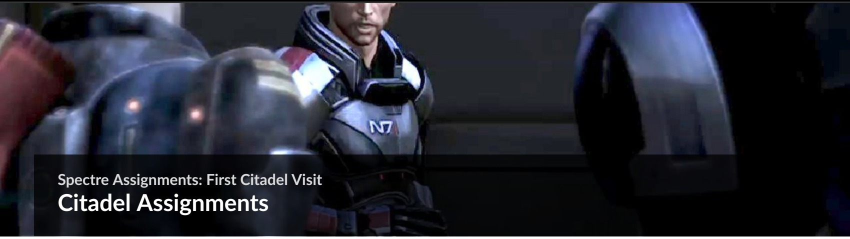
Basic training was a long time ago, soldier. No need to do any more physical training than you need to!


Citadel Rapid Transit: Please choose a Citadel Rapid Transit destination.

However, you should also be aware that some assignments are triggered by listening to the news vids in the Citadel elevators (for example, UNC: Hostage and UNC: Missing Survey Team).

If you don't spend much time riding elevators, you might not hear these news vids, which means you might not get access to these assignments.

PRIMA GAMES



Spectre Assignments: First Citadel Visit

Citadel Assignments

There are 18 assignments that you can trigger during your first visit to the Citadel. Many of them have alternate paths depending on whether you choose Renegade (lower) or Paragon (upper) dialogue responses.

Also, several have persuasion dialogue options, which are only available if your Charm and Intimidate scores are high enough.

You might want to consider holding off on starting these assignments until after you become a Spectre in the main plot and receive the Charm and Intimidate bonuses that it provides.

Note

Unless specifically mentioned otherwise, dialogue options on the left side of the dialogue wheel earn you more information about the topic at hand.

Dialogue options on the right side of the dialogue wheel usually advance the plot. Upper options reflect a Paragon attitude, lower options lean toward a Renegade perspective. Options in the middle are generally considered neutral.

1) Unusual Readings
(a.k.a. UNC: Distress Call)

How to Get It : Decrypt the computer console in Udina's office

When It Is Available : As soon as you arrive at the Citadel; cannot be triggered after you go to Ilos

Where It Takes Place : Argos Rho cluster, Hydra System, Metgos

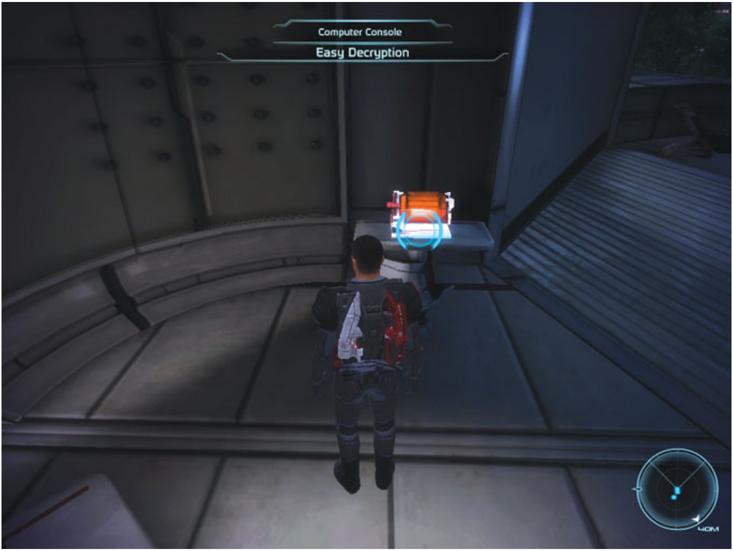
Special Notes : None

When you first arrive at the Citadel (or any time thereafter), you can view a computer console on the east side of Ambassador Udina's office to get the option to attempt to decrypt the console.

If you successfully do so, you trigger the **Unusual Readings** assignment and receive the following Alliance patrol report:

Captain Hendrickson reported some unusual energy readings during a patrol of the Argos Rho cluster. She had particular concerns about the Hydra System but was recalled before her team could investigate further.

No patrols are scheduled for that sector. Do we want to send in a recon team?



Decrypt the computer console in Ambassador Udina's office to trigger the assignment.

Upon triggering the assignment, it appears in your assignment list. The first task is *Investigate System.*

When you return to the *Normandy* , travel to the Hydra System of the Argus Rho cluster. Examine the planet Metgos.

You receive an emergency transmission from the Sacred Angel medical transport, which has suffered a critical system failure and is making an emergency landing on Metgos.

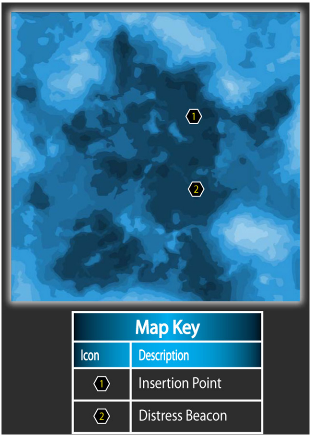
This completes the current task and brings up the next one, *Investigate Distress Call.*

Note

At this point, the name of the assignment changes to UNC: DISTRESS CALL.

Investigate Distress Call

Metgos



Map Key

Icon	Description
1	Insertion Point
2	Distress Beacon

Assemble a team and land on the surface of Metgos. The distress beacon (2) emanates from a point almost due south from your insertion point (1).

Drive there in the Mako, but use caution: The "distress beacon" is actually a lure for a geth ambush!

Caution

The environment of Metgos is a level 2 hazard. Remaining outside of the Mako for more than a few seconds will kill your team.

Make every effort to stay inside the Mako, and if you have to leave it, make sure you don't stray more than two to three seconds' run from it.

Tip

All armor manufactured by Devlon protects against environmental hazards. When exploring planets with extreme environmental hazards, it would be wise to equip Shepard and the squad with this armor.

With such protection, the hazard timer will not count down.

Seven geth enemies appear in a semicircle around the southern side of the beacon, so be ready to retreat to the north, firing on geth as you do.

Avoid backing into the steep hillsides to the northeast, or your mobility will be severely limited.

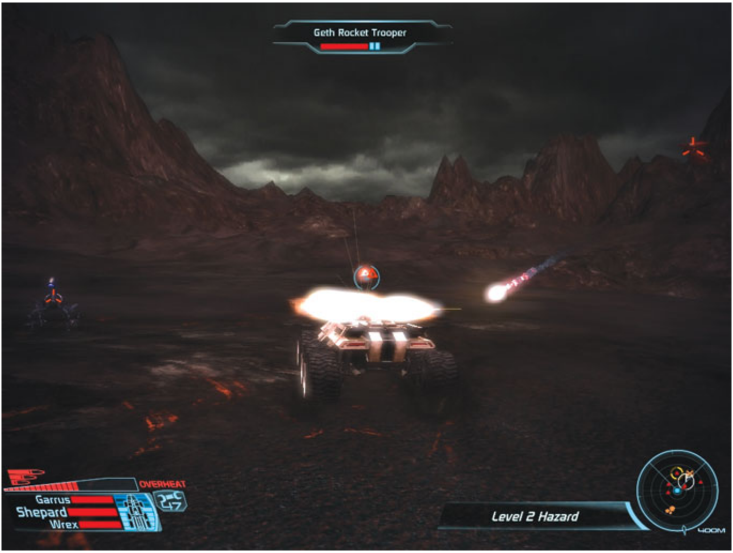
Discretion is definitely the better part of valor in this fight. Keep retreating and picking off any geth that follow you, and then return to the beacon to pick off more from a distance.

Using your rockets and your scope's zoom is the best way to destroy them from range, and it gives you plenty of time to dodge enemy fire.

Tip

The best way to fight individual geth enemies is to position the Mako perpendicular (sideways) to them, so that the Mako's side faces them.

To avoid their fire, just hit the jump jets to leap over their blasts, because the geth will always target the front of the Mako.



The geth have prepared an ambush, using the distress beacon as a lure!

Use your radar to find and destroy all the geth. Once you emerge victorious, the assignment is complete.

2) Strange Transmission

(a.k.a. UNC: Major Kyle)

How to Get It : Decrypt the computer console in the C-Sec HQ section of the Presidium

When It Is Available : As soon as you arrive at the Citadel; cannot be triggered after you go to Ilos

Where It Takes Place : Hawking Eta cluster, Century System, Presrop

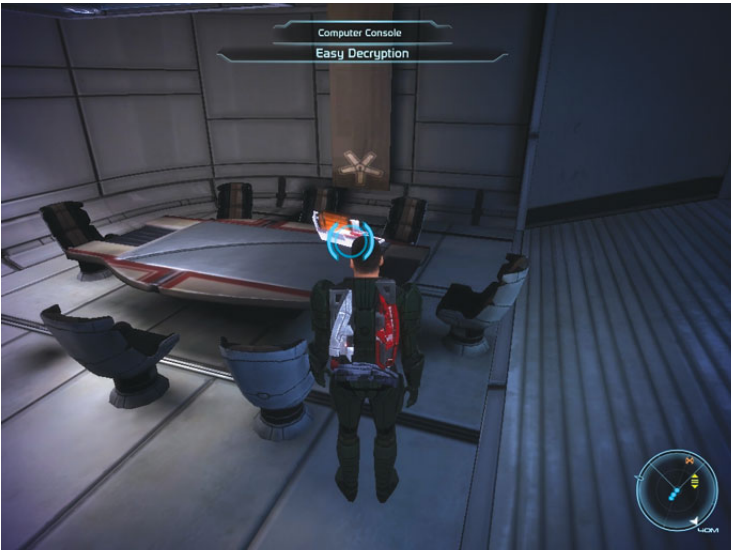
Special Notes : Need 7 Charm and 9 Intimidate to see all possible outcomes

There is a **computer console** on the east side of C-Sec HQ (Executor Pallin's office) in the Presidium that you can easily decrypt.

Successfully decrypting the computer console triggers the **Strange Transmission** assignment and gives you the following diplomatic advisory warning:

The following message was transmitted from an untraceable account to multiple recipients across the extranet. Further monitoring of the situation is warranted.

"My fellow biotic: You have been selected to receive this transmission because of our shared plight. Few understand us, fewer tolerate us. We must stand together. We must build our own new world. Come. Join us in the Hawking Eta cluster. Only as one body can we right the wrongs done to our kind."



Decrypt the computer console in C-Sec HQ to trigger the assignment.

Note

You or one of your squad members must have the Decryption Talent to attempt to decrypt the computer console.

Upon triggering the assignment, it appears in your assignment list. The first task is Find the Commune.

Find the Commune

When you return to the *Normandy* , travel to Century System of the Hawking Eta cluster.

When you arrive in the system, you receive a message from Alliance Command, saying that an Alliance officer named Major

Kyle has set up a small compound of biotics.

The Alliance sent two representatives to meet with him at the compound. Those representatives have disappeared and are presumed killed by Kyle and his followers.

Note

Receiving this transmission changes the name of the assignment to UNC: MAJOR KYLE.

When your conversation with Alliance Command is complete, the next task in the assignment is triggered: *Investigate Major Kyle's Compound* .

To do so, you need to assemble a team and land on Presrop, a small moon that orbits the planet Klendagon.

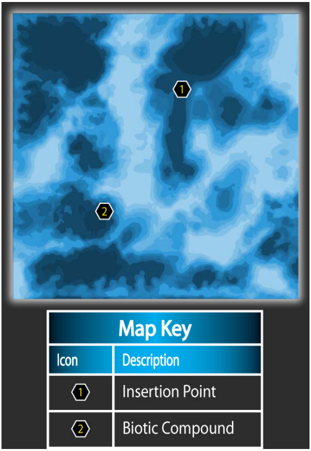
Note

This assignment becomes a little more interesting if you have the "Ruthless" reputation background, as it means that Major Kyle used to be your commanding officer.

This is just a story element and does not affect the way the assignment plays out.

Investigate Major Kyle's Compound

Presop



Map Key

Icon	Description
1	Insertion Point
2	Biotic Compound

Tip

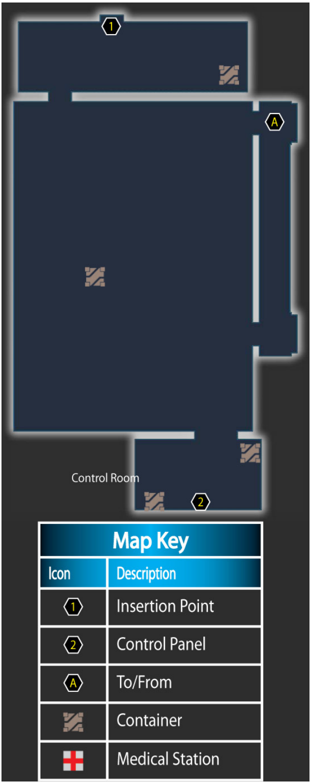
The enemies you will be facing are human biotics. Although it is possible to complete the mission without firing a shot, choose a party with a good balance of biotic and combat skill.

Equip everyone with armor that affords them protection against biotic attack, and upgrade their weapons with mods that inflict additional damage on organic enemies and/or can penetrate shields.

Major Kyle's biotic compound (2) is southeast of your insertion point (1). Drive over there in the Mako to see several silos and two other structures.

The door to one of the structures (mercenary base) is unlocked. The door to the other structure (science station) is locked. Leave the Mako and approach the mercenary base.

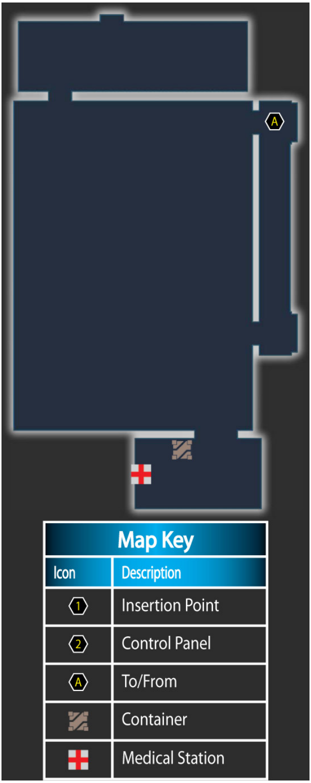
Presrop Mercenary Base, 1F



Map Key

Icon	Description
1	Insertion Point
2	Control Panel
A	To/From
▨	Container
✚	Medical Station

Presrop Mercenary Base, 2F



Map Key

Icon	Description
1	Insertion Point
2	Control Panel
A	To/From
▨	Container
✚	Medical Station

You need to gain access to the science station via the mercenary base to confront Major Kyle, and there are two ways to do it. You can either talk your way in, or you can blast your way in.

To start off on the peaceful route, approach the door to the mercenary base and say, "I have to speak to Major Kyle," then follow the dialogue options until you are able to use persuasion.

Or, adopt a hostile tone by saying, "You can't keep me out!" and avoid using any persuasions.

Note

Even if you are peacefully granted access to the mercenary base, the situation will turn hostile if you kill or injure any of the biotics inside.

Start by talking or blasting your way through the mercenary base.

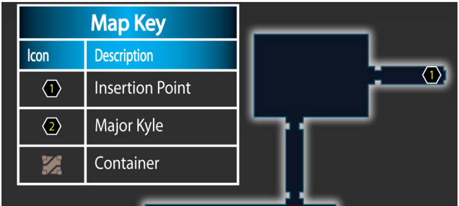
If you use diplomacy, the door to the science station where Major Kyle is holed up unlocks. You can either go straight into the science station, or you can enter the mercenary base and raid it for supplies.

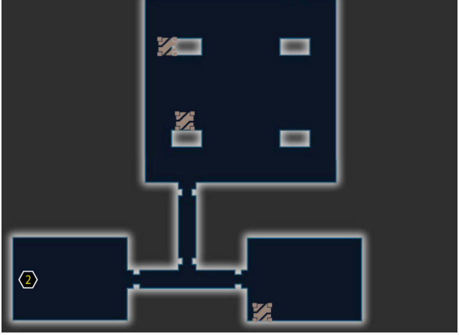
If you go in shooting, you must kill all eight of the biotic cultists inside, then you must activate a control panel (1) at the southern end of the first floor to unlock the science station.

Either way you choose, the current task is completed, and the next one, *Talk to the Major* , appears in your journal.

Talk to the Major

Citadel: Presrop Science Station





If you have managed to gain access to the science station without firing a shot, simply proceed from the northeastern insertion point (1) to Major Kyle's location in the southwest corner of the station (2).

When you reach Major Kyle, you automatically engage him in conversation. He admits to killing the Alliance representatives. Continue to converse with him until the persuasion options show up on the dialogue wheel.

Use either of them to convince Kyle to give up without a fight and earn a Paragon or Renegade bonus. Accept the terms of his surrender to complete the current task, or decline them to begin a fight with him and his followers.

Major Kyle can be reasoned with if you haven't hurt any of his followers.

If you have killed or injured any biotic cultists so far, you'll find that Major Kyle and the eight biotic cultists in the science station are not going down without a fight. You have to kill all of the cultists.

Whichever way you complete the task, you receive a message that tells you to return to the *Normandy* and notify the Alliance of Kyle's surrender or death.

This completes the current task and brings up the next one, Return to the *Normandy* .

Return to the *Normandy*

Exit the science station and get back into the Mako to return to the *Normandy* . Once aboard, access the galaxy map to automatically inform Alliance Command that Major Kyle is no longer a threat.

This completes the assignment.

3) Citadel: Presidium Prophet

How to Get It : Speak to the C-Sec Officer or the Preaching hanar in the northwest corner of the Citadel Presidium

When It Is Available : After your first meeting with the Council; cannot be triggered after you go to Ilos

Where It Takes Place : The Citadel

Special Notes : 7 Charm and 6 Intimidate required to see all possible outcomes; you might want to wait until you become a Spectre to take on this assignment.

Also, you have the option of paying the hanar or the C-Sec officer the 150 credits required for a preaching permit on the Citadel.

There's a turian C-Sec officer in the northwest corner of the Presidium who's not too happy with a nearby hanar. Speak to one of them to begin the assignment.

According to the officer, public religious displays are not allowed on the Citadel Presidium without an evangelical permit, something the street-preaching hanar refuses to accept.

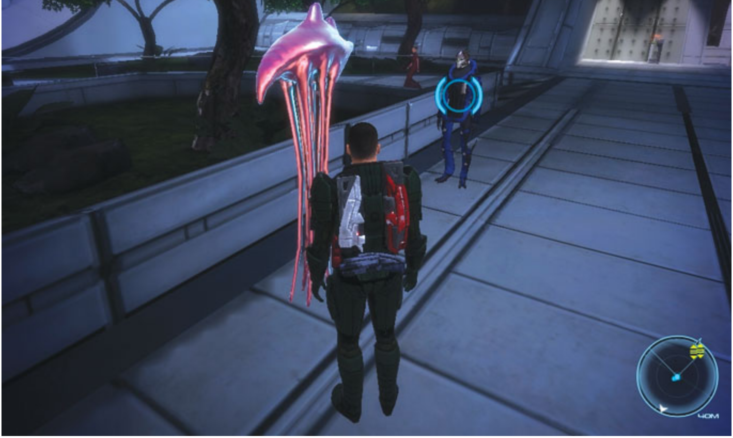
The officer could just arrest the hanar, but his superior has requested that he find a less confrontational way of dealing with the situation.

If you talk to the preaching hanar standing right next to the C-Sec officer, it offers to tell you of the Enkindlers, which is the hanar name for the Protheans.

The hanar believes that it is speaking truth, not religious opinion, and is therefore not bound by the Citadel laws governing evangelizing.

If you speak to the C-Sec officer first, your next task is Speak with the Hanar. If you speak to the hanar first, your next task is Speak with the *C-Sec Officer* .

C-Sec Officer
Talk



Speak to the C-Sec officer or the preaching hanar in the northwest corner of the Presidium to trigger the assignment.

Speak with the Hanar/Speak with the C-Sec Officer

Your goal is to defuse this situation by convincing either the C-Sec Officer or the preaching hanar to back down.

Follow the dialogue options on the left side of the dialogue wheel if you want to understand the officer or hanar's positions more clearly. To advance the assignment, choose the dialogue options on the right side of the wheel.

Taking a Renegade tone brings up persuasions if you have sufficient Charm and Intimidate.

If you use these persuasions on the hanar, it agrees to leave and stop preaching, and your next task (*Inform the C-Sec Officer*) appears.

If you use these persuasions on the C-Sec officer, he agrees to let the hanar keep preaching and become someone else's problem. This brings up the *Inform the Hanar* task.

Note

It requires greater Charm to persuade the C-Sec officer than the hanar, and it requires greater Intimidate to persuade the Hanar then the c-sec officer.

Speak to the other party to advance the assignment.

If you don't use the persuasions to convince either party, your next task is Resolve the Dispute, which requires you to go back to the first party and make a final push.

Inform the C-Sec Officer/Inform the Hanar

If you used persuasions to make the second party back down, go back to the first party and tell them that you solved the problem.

If the C-Sec officer won the dispute, he gives you credits. If the hanar is allowed to continue preaching, it gives you medi-gel.

Resolve the Dispute

If you speak with the second party and are unable to convince them to back down, return to the first party. Once again, persuasion options will convince the being you're speaking with to back down.

You can see the persuasion options by choosing left-side dialogue options from the dialogue wheel until they appear.

All three of the initial options on the right side of the dialogue wheel ("I'll keep trying," "Not yet" and "No") bring the conversation to a close.

Return to the first party to further the assignment, if you were unable to convince the second party.

Note

Completing the assignment by convincing the C-Sec officer to back down means that the hanar will remain in the Presidium until the end of the game and preach the glory of the Enkindlers to anyone within earshot.

Speak to the hanar after the C-Sec officer backs down to conclude the assignment.

4) Citadel: Asari Consort

How to Get It : Speak to Sha'ira in the Consort chambers

When It Is Available : As soon as you arrive at the Citadel; cannot be triggered after you go to Ilos

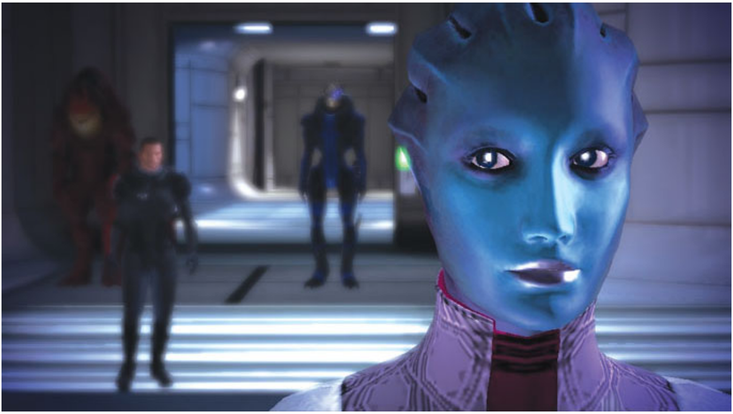
Where It Takes Place : The Citadel

Special Notes : 4 Charm and 4 Intimidate are required to see all possible outcomes; you might want to wait until you become a Spectre to take on this assignment

The Consort, Sha'ira, can be found in her quarters at the southern end of the Consort chambers.

Speak to her to learn that she has a problem with a friend and former client of hers, a turian general named Septimus, with whom she recently had a falling out.

As a result, General Septimus has taken to drowning his sorrows in Chora's Den and spreading lies about Sha'ira. She asks you to speak to him as a fellow soldier and convince him to change his ways.



Speak to Sha'ira in the southern end of the Consort chambers to trigger the assignment.

As usual, the dialogue options on the left side of the dialogue wheel provide additional information about what happened between Sha'ira and Septimus, although you won't get much out of her; the Consort respects Septimus' privacy too much to go into detail.

Choosing "Okay" or "I'll see" from the dialogue wheel triggers the **Citadel: Asari Consort** assignment and gives you your first task: *Speak with Gen. Septimus* .

Note

You can "complete" the assignment immediately by answering "Not interested" and "Very sure" in your first two dialogue responses.

This declines the assignment (which is listed as completed in your journal) and prevents you from ever accepting it again.

When you leave Sha'ira's chambers, the door locks behind you, and you are never able to speak with her again.

Speak with Gen. Septimus

You can find General Septimus sitting at a table in Chora's Den and drowning his sorrows.

You can also find Septimus in the bar, but if you're not a Spectre, you probably lack the necessary Intimidate and Charm skills to use persuasions on Septimus during the conversation.

Whichever way you choose to advance the conversation, you appeal to Septimus as a fellow military man. If you choose a

Paragon path (upper dialogue options), you appeal to his sense of honor and dignity.

If you choose a Renegade (lower dialogue options) path, you berate him for humiliating himself over a woman. Eventually, Paragon and Renegade persuasions appear on the dialogue wheel ("Straighten up" and "Get a grip," respectively).

Using either of these persuasions fulfills the current task and brings up the next one, *Speak with Sha'ira* .

Note

You don't actually need to use persuasions to complete this task, but you won't earn Paragon or Renegade bonuses if you don't use them.

Speak to General Septimus in Chora's Den to persuade him to change his tone.

General Septimus also asks you to do him a favor. During his bitter breakup with Sha'ira, he used his influence to make it appear as if the consort was leaking the secrets of an elcor diplomat named Xeltan.

Now that Septimus has come to his senses, he asks you to take a datapad to the diplomat to clear Sha'ira's name. If you accept this responsibility, you trigger the **Citadel: Xeltan's Complaint** assignment.

Speak with Sha'ira

Regardless of whether you accept the evidence for Xeltan, return to the consort chambers in the southeast corner of the Presidium and go upstairs to find Sha'ira exactly where you left her.

Speak to her; she tells you that she received an apologetic note from Septimus. She thanks you for your assistance.

Note

If you completed Citadel: Xeltan's Complaint prior to this meeting, Sha'ira says that Xeltan has also withdrawn his complaint against her.

Return to Sha'ira in the Consort chambers and speak to her to complete the assignment.

If you take the Paragon path during the rest of the conversation with Sha'ira, she offers you an affirmation of who you are and who you will become.

If you spoke with Xeltan and gave him Septimus's information, she also gives you a token of her appreciation: a small trinket of Prothean design.

Completing the assignment in this manner gives you a Paragon bonus, as well as XP, credits, and medi-gel.

If you take a Renegade path, Sha'ira gives you all of the above. If you choose "That's it?" (Renegade option) after she finishes speaking, you also get a rather steamy interlude with the professional Consort and earn a Renegade bonus.

Note

Now that you have the Consort's trinket, you can take it to a Prothean ruin on Eletania in the Hercules System of the Attican Beta cluster.

Approach the mysterious floating sphere and use it to earn an XP reward and learn more about the Protheans' influence on human history. If you do not have this trinket, you cannot use the sphere or get the reward.

5) Citadel: Scan the Keepers

How to Get It : Speak to Chorban in the Citadel Tower

When It Is Available : After your first meeting with the Council; cannot be triggered after you go to Ilos

Where It Takes Place : The Citadel

Special Notes : None

Immediately after your first meeting with the Council, you can approach a salarian named Chorban in the middle of the Citadel Tower and engage in conversation.

Chorban has taken a great interest in the keepers, the ancient race of Citadel custodians whose origins are lost to the sands of time.

Normally, the physical composition of the keepers makes it impossible to gather readings from them, but Chorban has developed a scanner capable of doing exactly that.

The only problem is, Citadel law prohibits anyone from disturbing the keepers, and while Chorban is reasonably certain that his research doesn't violate that rule, he's afraid C-Sec might see things differently.

During the conversation, choose "Let me help" and then "I'm with the Alliance" from the dialogue wheel to trigger the **Citadel: Scan the Keepers** assignment. Your first task is *Scan the Keepers* .

Note

You can also accept this assignment from Chorban by meeting Jahleed in the C-Sec Academy before talking to Chorban, and then fighting and defeating Chorban's men (without killing Chorban) in the Lower Wards.

Or, you can accept the assignment from Jahleed at the end of Citadel: Jahleed's Fears, if Jahleed isn't arrested. See Citadel: Jahleed's Fears for more information.

Speak to Chorban and offer to help him with his research to trigger the assignment.

Scan the Keepers

You need to scan 21 keepers to complete this task, and there are 21 keepers in the Citadel, so you must find every one.

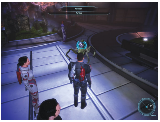
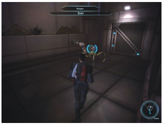
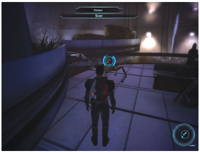
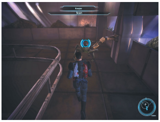
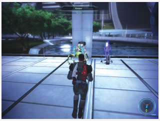
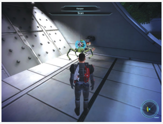
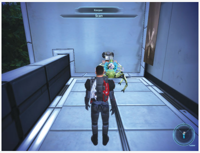
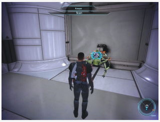
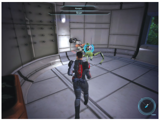
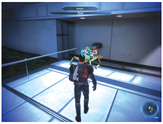
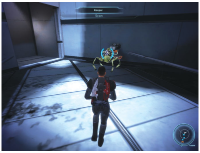
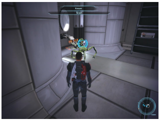
Refer to the following screenshots (screenshots in table) and the Citadel maps at the beginning of this chapter for the locations of the keepers. After you have scanned all 21 keepers, the assignment is complete.

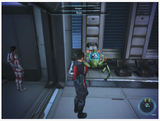
You earn credits and XP for completing it.

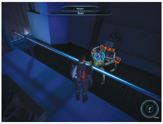
Tip

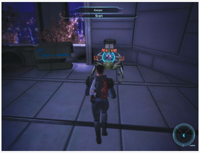
Even if you don't complete the assignment, you earn XP and credits for each keeper you scan.

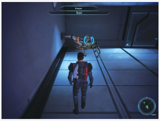
So even if you're not planning on hunting for every single keeper, there's no reason not to accept this assignment and pick up a few XP and credits from scanning the keepers that you come across during your other Citadel activities.

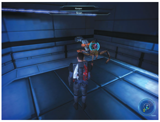
 In the center of the Tower	 In the southwest corner of the Tower	 On the east side of the Tower	 In the northwest corner of the Tower
 In the northwest corner of the Presidium, just outside of the Tower	 In the northwest corner of the Presidium, near the Wards Access entrance	 On the balcony outside of the embassy lounge in the Presidium	 At the east end of the diplomatic archives in the Presidium
 In the northeast corner of the volus and elcor office in the Presidium	 In the southwest corner of the Presidium, outside of the Consort chambers	 In the southern part of the Presidium, between the Consort chambers and the emporium	 In an alcove just south of the emporium in the Presidium

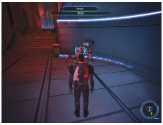

In the southwest corner of the requisition office in C-Sec Academy

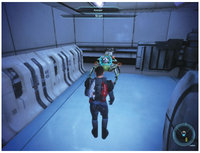

On the northern side of traffic control in C-Sec Academy.

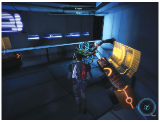

On the southern side of the eastern portion of the Lower Wards, in the C-Sec vehicle parking area.

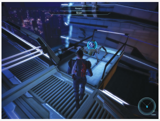

On the east side of the Upper Wards, outside the Med Clinic


In the northwest corner of the upper market section of the Upper Wards


In the alleyway section of the Upper Wards


In the northeast corner of Flux and wards access


At the western end of the upper floor of Flux, at the back of the casino.


At the western end of the upper floor of Flux, at the back of the casino.

6) Citadel: Jahleed's Fears

How to Get It : Speak to Jahleed in C-Sec Academy

When It Is Available : After the first meeting with the Council; cannot be triggered after you go to Ilos

Where It Takes Place : The Citadel

Special Notes : Must have a Charm of 7 and an Intimidate of 6 to see all possible outcomes; you might want to wait until you become a Spectre to take on this assignment

After you accept the Citadel: Scan the Keepers assignment, you can go to C-Sec Academy and speak with a volus scientist named Jahleed.

He refuses to leave C-Sec Academy because he's convinced that his research colleague is trying to have him killed.

By coincidence, his research colleague happens to be Chorban, the salarian you spoke with in the Citadel Tower to trigger the **Citadel: Scan the Keepers** assignment.

Offer to help him, and Jahleed tells you that they had a pre-arranged meeting in the Lower Wards near the markets.

Speak with Jahleed in C-Sec Academy after accepting Citadel: Scan the Keepers to trigger a new assignment.

When your conversation is complete, the **Citadel: Jahleed's Fears** assignment appears in your journal.

Your first task (*Speak with Jahleed*) is automatically completed after speaking with Jahleed for the first time. The second task is *Talk to Chorban* .

Note

If you spoke with Jahleed before accepting Chorban's keeper-scanning assignment, this dialogue plays out virtually identically, but your meeting with Chorban goes a little differently....

Talk to Chorban

Just as Jahleed said, Chorban is waiting in the middle of the lower markets area of the Lower Wards, flanked by several armed salarians.

Speak to Chorban and demand the truth behind his keeper scan request. Chorban immediately cracks under the pressure and tells you that there's more to the data collection than he let on previously.

Note

If you didn't accept **Citadel: Scan the Keepers** before meeting Chorban in the Lower Wards, and if you have *not* had a fight in the Lower Wards yet, Chorban and his men attack.

Defeat them, then Chorban offers you the **Scan the Keepers** assignment. If you *have* had a fight in the Lower Wards, Chorban leaves the area during the fight.

Leave and return to the Lower Wards to find that Chorban has returned.

Speak to Chorban in the lower markets to advance the assignment.

Chorban dismisses his gunmen (if you haven't already killed them) and says that he and Jahleed stole the plans for a medical scanner from their employer and developed a tool capable of scanning the keepers, something that no one else had been able to do.

Chorban denies trying to kill Jahleed and claims that it was actually Jahleed who turned on him because Jahleed was trying to keep the data for himself rather than disseminate it to the greater scientific community as they'd agreed.

At this point, you can either agree to keep scanning keepers for Chorban (either for scientific knowledge or the cash he offers), or you can decline to continue.

Either way, Chorban doesn't argue with you. He does mention that Jahleed still has the original data, though, and he probably isn't planning on returning it.

Tip

If you decline to continue scanning keepers (even if you've already completed the assignment), you earn a Paragon bonus. If you choose to keep doing so for credits, you earn a Renegade bonus.

If you complete the scanning assignment prior to speaking with Jahleed, you can keep your Paragon bonus and still get the rewards from scanning the keepers.

Completing your conversation with Chorban advances the assignment and brings up your next task, *Talk to Jahleed* .

Note

At this point, the name of the assignment changes to CITADEL: JAHLEED'S SECRET.

Talk to Jahleed

Return to C-Sec Academy to find Jahleed right where you left him. Speak to him and confront him about withholding information from you.

Jahleed begins to panic and begs you not to arrest him, saying that the data he's collected on the keepers might unlock ancient mysteries of the Citadel.

Return to speak with Jahleed in C-Sec Academy to complete the assignment.

At this point, you have two persuasion options, a charm ("Then do it legally") and an intimidation ("Take it back!"). These cause Jahleed to see things your way and complete the assignment.

If you do not have the necessary Charm or Intimidate scores to persuade Jahleed, your only conversation is a neutral "Too bad."

This causes Jahleed to offer a bribe. Before you can answer, a C-Sec officer interrupts and asks if Jahleed is causing you any trouble.

If you choose the Paragon reply ("Definitely") or the neutral reply ("Yes"), you turn Jahleed in to the authorities and complete the assignment, earning XP and credits.

Then the assignment is completed, and the name of the assignment changes to **Citadel: Jahleed Arrested** .

If you choose the Renegade reply ("We're fine"), the C-Sec officer leaves, and Jahleed promises to abandon the data-scanning schemes and any thoughts of betraying Chorban.

Note

If you have not accepted CITADEL: SCAN THE KEEPERS yet, and if you complete CITADEL: JAHLEED'S FEARS without Jahleed being arrested, Jahleed offers you the SCAN THE KEEPERS assignment.

It is identical to the assignment of the same name that Chorban offers you, except that Jahleed vows to do it legally and share the information with the scientific community for further study.

7) Citadel: Reporter's Request

How to Get It : Speak to Emily Wong in the Upper Wards

When It Is Available : After your first meeting with the Council; cannot be triggered after you go to Ilos, or if you leave the Citadel without first speaking to Emily Wong or picking up the OSD (optical storage disc) in Fist's office

Where It Takes Place : The Citadel

Special Notes : Need a Charm score of 1 and an Intimidate score of 2 to see all possible outcomes; you might want to wait until you become a Spectre to take on this assignment

You can find a human reporter named Emily Wong in the middle of the Upper Wards as soon as you are able to explore that area of the Citadel.

Speak to her to find out that she's preparing an exposé on corruption and organized crime on the Citadel, and she hopes you'll share with her any evidence you come across.

Agree to do so to trigger the **Citadel: Reporter's Request** assignment. The first task is Look for Information.

Speak to Emily Wong in the middle of the Upper Wards and offer her your assistance to trigger the assignment.

Look for Information

This task is easily completed, since it's a part of the main plot. The biggest source of corruption and organized crime on the Citadel is Fist, the owner of Chora's Den.

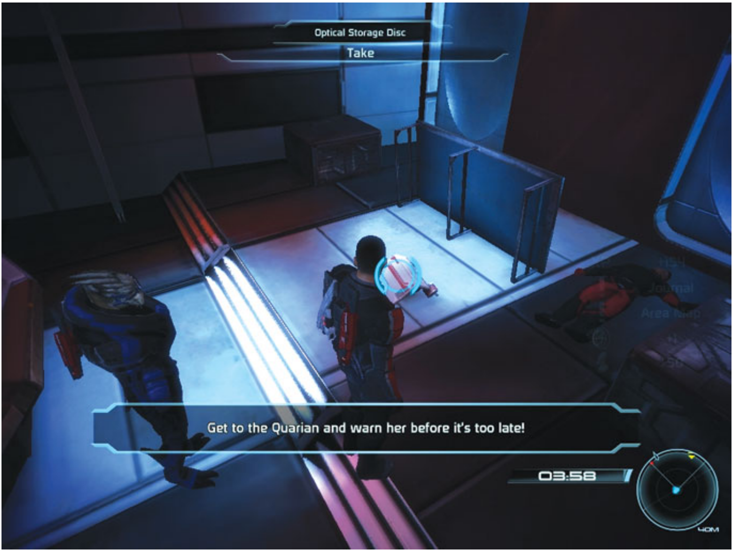
The assignment is fulfilled as soon as you pick up the optical storage disc (OSD) in his office after defeating him in combat during the main plot.

It is also fulfilled as soon as you rescue Tali in the alleyway immediately following the fight with Fist, regardless of whether you grabbed the OSD.

Grabbing the OSD from Fist's office or rescuing Tali advances the assignment.

If you rescue Tali without picking up the OSD first, your next task is *Return to Fist's Office* . If you have the OSD in your possession after rescuing Tali, your next task is *Deliver Information* .

Return to Fist's Office



Get to the Quarian and warn her before it's too late!

Fist's optical storage disc contains the information that Emily Wong has been looking for.

If you didn't grab the OSD before rescuing Tali, return to Fist's office and look for the disc on the ground. Pick up the OSD to complete the current task and bring up the next one, *Deliver Information*.

Deliver Information

Emily Wong waits for you in the middle of the Upper Wards, right where you left her.

Speak to her; you have the option to give her Fist's OSD, thus completing the assignment and earning you some credits and XP from the grateful reporter.

Note

Even if you haven't met Emily previously, you can trigger and complete the entire CITADEL: REPORTER'S REQUEST assignment right now if you have Fist's OSD in your possession.

However, the reward that Emily offers will not be as high as it would be if you spoke to her before grabbing the OSD.

You can also see up to two persuasion options if you have the necessary attributes.

The charm persuasion ("I can offer more") and intimidation persuasion ("You owe me more") both lead to Emily Wong agreeing to give you additional credits.

Note

You must have a Charm score of 1 and an Intimidate score of 2 to see both persuasions.

Speak to Emily Wong to give her the OSD and complete the assignment.

8) Citadel: The Fan

How to Get It : Speak to Conrad Verner in the upper markets section of the Upper Wards

When It Is Available : After your first meeting with the Council; cannot be triggered after you go to Ilos

Where It Takes Place : The Citadel

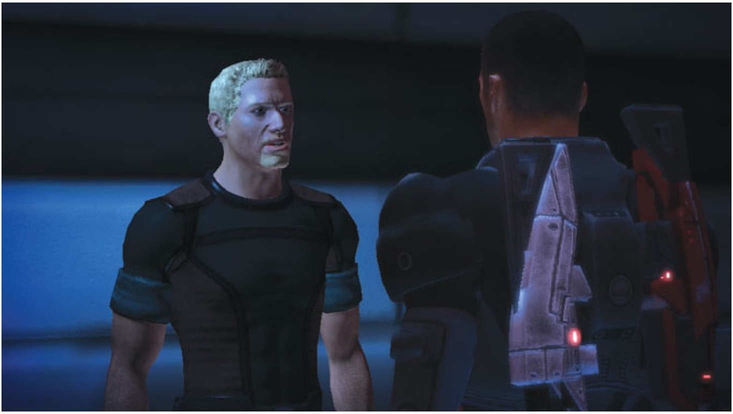
Special Notes : Need 2 Charm and 2 Intimidate to see all options

A man named Conrad Verner stands near the northern wall of the upper markets section of the Upper Wards. Verner is absolutely in awe of you, and if you speak to him, he'll ask if you have time for a quick autograph.

If you agree, he thanks you profusely and offers to buy you a drink next time you're on Earth. He then leaves, and **Citadel: The Fan** is triggered in your journal. The first task is Conrad Verner.

Note

You can also choose to be rude to him, which results in his leaving in a huff, but the assignment continues as usual.



Speak with Conrad Verner and sign an autograph for him to trigger the assignment.

Conrad Verner

Note

You can't advance this assignment or complete this task until after you have completed at least one of the main plot missions following your first visit to the Citadel.

When you return to the Citadel after completing at least one of the main plot missions, you can find Conrad Verner standing in the Upper Wards, right where you met him last time.

Approach him and speak to him again, and he gushes about your being named the first human Spectre. He then asks you for a picture, which he plans on hanging in his living room.

Conrad Verner likes you. He really, really likes you.

Note

The next portion of this assignment cannot take place until you have completed two of the three post-Citadel missions (Noveria, Feros, and Find Liara).

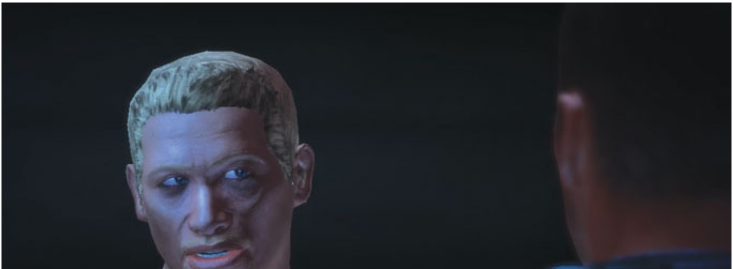
If you return to the Citadel after completing at least two of the three post-Citadel missions, Conrad Verner reappears in the Upper Wards in his usual location.

This time, he wants you to have him made a Spectre so that he can work together with you to defend the human colonies.

If your Charm and Intimidate scores are high enough, you have a couple of persuasions you can use on Conrad.

Both of them will convince him that he's better off keeping the home fires burning, rather than marching off to war. These complete the assignment and award you a Renegade or Paragon bonus.

If your scores are not high enough to see the persuasions, or if you choose to use the non-persuasion dialogue options, you can still manage to convince Conrad that he's not Spectre material, but you don't get the Paragon/Renegade bonus.



Conrad is persistent, if nothing else.

9) Citadel: Homecoming

How to Get It : Speak to Samesh Bhatia in the northeast corner of the Presidium

When It Is Available : After saving Tali from Saren's men; cannot be triggered after you go to Ilos

Where It Takes Place : The Citadel

Special Notes : Need a Charm of 3 and an Intimidate of 3 to see all possible outcomes

After you rescue Tali from Saren's men and meet with Captain Anderson and Ambassador Udina during the main plot, exit Udina's Office and descend the stairs to find Samesh Bhatia calling your name.

Speak to Samesh; he tells you about his wife, a marine who died during the assault on Eden Prime. Samesh wants his wife's body returned to him for cremation, but the military has refused his request without explanation.

Note

If Ashley is in your team, she shares personal remembrances of Samesh's wife with him, as they both served together on Eden Prime.

Samesh tells you that the man in charge of his case is named Bosker, and that he last saw Bosker in the Embassy Lounge.

This concludes the conversation with Samesh and triggers the **Citadel: Homecoming** assignment, along with its first task, Talk with Diplomat.

Speak to Samesh Bhatia to trigger the assignment.

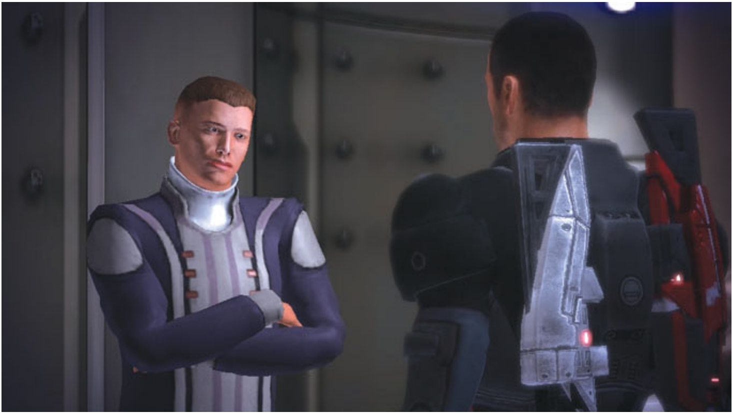
Talk with Diplomat

Clerk Bosker can be found leaning against the northern wall of the embassy lounge in the Presidium, just up the northwest stairs from your current location.

Speak with Bosker to find out that Samesh's wife's body is being held by the Alliance military because they want to examine the fatal wounds dealt to her on Eden Prime so they may create better defenses against geth attacks.

If your Charm and Intimidate scores are high enough, two persuasion options will appear on the left side of your dialogue wheel.

One is a charm ("This isn't right"), and the other is an intimidation ("I'm releasing the body"). Using either of these convinces Bosker to release Samesh's wife's body and grants you a Paragon or Renegade bonus.



Speak with Clerk Bosker to advance the plot.

You can also choose to hear Bosker out and decide that the Alliance's decision is the correct one.

To do this, choose any non-persuasion conversation closer ("Thanks for the information," "I'll pass this on," or "Samesh should hear this").

Whichever route you choose, it completes the current task and gives you a new one, Inform Mr. Bhatia.

Note

For Clerk Bosker, you must have a Charm score of 2 to see the charm option. You must have an Intimidate score of 2 to see the intimidation option.

Inform Mr. Bhatia

Having talked to Bosker, exit the embassy lounge and return to Samesh, who is still in the exact same spot in the northeast corner of the Presidium.

Tell Samesh that the situation has been resolved (either to his relief or dismay), which completes the assignment and gives you an XP bonus.

Note

If Ashley is in your party, she offers Samesh additional words of comfort.

Speak with Samesh Bhatia a second time to complete the assignment.

10) Citadel: Xeltan's Complaint

How to Get It : Accept General Septimus's request to clear Consort Sha'ira's name

When It Is Available : After persuading General Septimus during Citadel: Asari Consort; cannot be triggered after you go to Ilos

Where It Takes Place : The Citadel

Special Notes : None

If you ever heard an elcor diplomat named Xeltan complain about betrayal at the hands of the Consort Sha'ira, you find out why after talking with General Septimus during the **Citadel: Asari Consort** assignment.

Septimus leaked sensitive diplomatic information belonging to Xeltan to make it appear as if Sha'ira betrayed him.

Agree to help clear Sha'ira's name during your conversation with Septimus; he gives you evidence for you to give to Xeltan. This triggers **Citadel: Xeltan's Complaint** and its first task, Speak to Xeltan.

Speak to Xeltan

Xeltan waits in the volus and elcor offices in the northeast corner of the Presidium. Tell him "I can help you" to reveal Septimus's deception and give him the evidence.

Xeltan panics at the thought of Septimus being able to learn his secrets. You can reassure him (Paragon options) or tell him to deal with it (Renegade options).

The former gives you a Paragon bonus, and the latter gives you a Renegade bonus. You also earn XP and credits for successfully completing the assignment.

Note

Completing the assignment changes its name to Citadel: Xeltan Convinced.

Speak to Xeltan in the Presidium to give him Septimus's evidence and complete the assignment.

11) Citadel: Rita's Sister

How to Get It : Speak to Rita near the bar at Flux

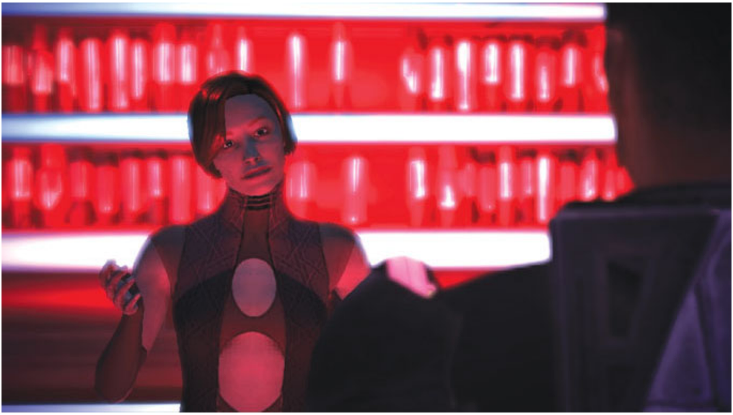
When It Is Available : After your first meeting with the Council; cannot be triggered after you go to Ilos

Where It Takes Place : The Citadel

Special Notes : Need 7 Charm and 6 Intimidate to see all possible outcomes; you might want to wait until you become a Spectre to take on this assignment

Rita is a waitress at Flux, and you can find her near the bar on the lower level of the casino.

Speak to her using left-side dialogue options to find out that her sister, Jenna, left Flux to go work at Chora's Den as an informant for C-Sec. Rita is concerned for her safety.



Speaking to Rita in Flux triggers the assignment.

Continue choosing left-side options to get more information out of Rita. When there is no more info left, choose "I'll speak with her" (Paragon) or "Leave it to me" (Renegade) to tell Rita that you'll look into the matter.

This triggers **Citadel: Rita's Sister** . The first task (Speak with Rita) is already complete. Your next task is Talk to Jenna.

Note

You can also trigger this assignment by speaking to Jenna in Chora's Den prior to meeting Garrus or Wrex.

Talk to Jenna

Go down to Chora's Den in the Lower Wards and speak to Jenna, who's tending bar on the north side of the room. Choose Paragon or Renegade advancement responses to ask her about her work with C-Sec.

No matter what options you choose, Jenna flatly refuses to discuss the matter. This completes the current task and gives you a new one, Return to Rita.

Talk to Jenna; she won't give you any information. Time to report back to Rita.

Return to Rita

Exit Chora's Den. On your way out the door, an undercover turian C-Sec agent named Chellick surreptitiously tells you that if you have any questions about Jenna, you can meet him at C-Sec Academy.

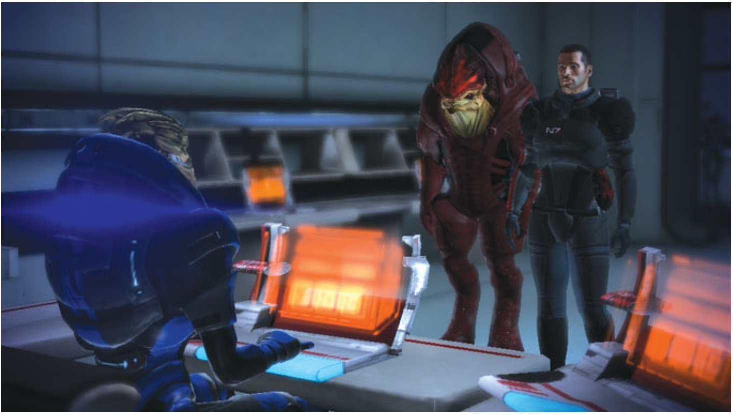
If you try to continue the conversation, Chellick acts drunk and shoves you away. This completes the current task (even though you never actually made it back to Rita) and gives you a new one: Talk to Chellick.

Chellick bumps into you on your way out of Chora's Den and tells you to meet him at C-Sec.

Talk to Chellick

Chellick is in the southwest corner of the C-Sec Offices in C-Sec Academy. He's not pleased that you almost gave away the identity of one of his agents by talking to her in the middle of a crowded bar

But since you seem to be so concerned with Jenna's safety, Chellick offers you the chance to help him out and take some of the heat off Jenna.



Talk to Chellick in C-Sec Academy about Jenna.

At this point, if your Charm and Intimidate scores are high enough, you get two persuasion options: "You don't need her" (charm) and "Pathetic" (intimidation).

These cause Chellick to back off from using Jenna as an informant and award you a Paragon or Renegade bonus.

You can also agree to help him solve his case, which continues the assignment, or you can refuse and end the assignment here.

If you don't have enough attribute points to use the persuasions, or if you choose not to use them, choose "All right. What do you need?" to advance the plot.

Chellick tells you that he needs Jenna's intel to track down an illegal arms dealer named Jax.

If you agree to meet Jax in the lower markets area of the Lower Wards, buy his wares, and return them to Chellick, he'll cut Jenna loose.

Note

Even if you persuade Chellick to stop using Jenna as a C-Sec informant, you can still choose to help Chellick bust Jax.

Chellick underscores the importance of purchasing Jax's illegal weapon mods so that they can be used as evidence against him—he doesn't want you to interrogate him or arrest him.

Completing the conversation with Chellick satisfies the current task and brings up the next one, Make the Pickup.

Make the Pickup

Go to the lower markets in the Lower Wards to meet Jax, a krogan. There are basically three paths you can take the conversation down, each with their own results.

Jax is waiting to make the deal in the lower markets in the Lower Wards.

If you go the Paragon route (upper choices on the dialogue wheel) or take a Renegade attitude (lower choices on the dialogue wheel), you refuse to pay Jax and have to fight and kill him and his two turian bodyguards.

If you take the neutral route (middle choices on the dialogue wheel), you execute the sale exactly as Chellick asked you to do.

Note

After choosing an option that would start a fight with Jax and his men, you are given the chance to take it back. Replying "Just kidding" takes back your choice and prevents a fight.

Choosing "You heard me" begins the battle. This allows you to take a Paragon or Renegade tone without actually having to fight.

However you choose to do it, this completes the current task and brings up the next one, Return the Shipment to Chellick.

Note

This also changes the name of the assignment to CITADEL: RITA'S SISTEER AND CHELLICK.

Return the Shipment to Chellick

To complete this task, all you have to do is return to C-Sec and report back to Chellick in his office.

Chellick thanks you for your help (if you did as he asked) or becomes angry with you (if you arrested or killed Jax), and promises to get Jenna out of Chora's Den immediately.

Note

If you killed Jax, you earn a Renegade bonus (even if you triggered the fight using Paragon choices) because you directly defied Chellick's instructions.

This completes the assignment and changes its name to **Citadel: Rita's Sister Is Safe** . You earn a Paragon or Renegade bonus, depending on how you responded in conversation with Chellick and whether you killed Jax.

You also get XP, credits, omni-gel, and a grenade.

12) Citadel: Signal Tracking

How to Get It : Examine the suspicious gambling machine on the western side of Flux's second floor, at the back of the casino

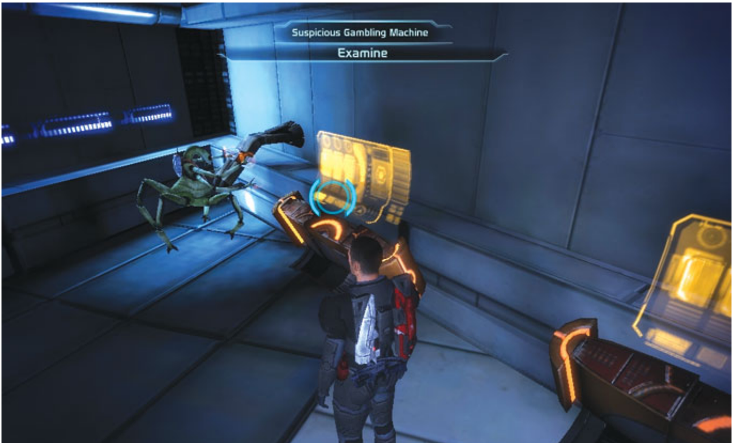
When It Is Available : After your first meeting with the Council; cannot be triggered after you go to Ilos

Where It Takes Place : The Citadel

Special Notes : None

There is a suspicious gambling machine at the western end of the upper floor of Flux. Investigate it to find that someone is using a signal to funnel money from gambling machines to a private account

This triggers the assignment **Citadel: Signal Tracking** and its first task, *Track the Signal*.

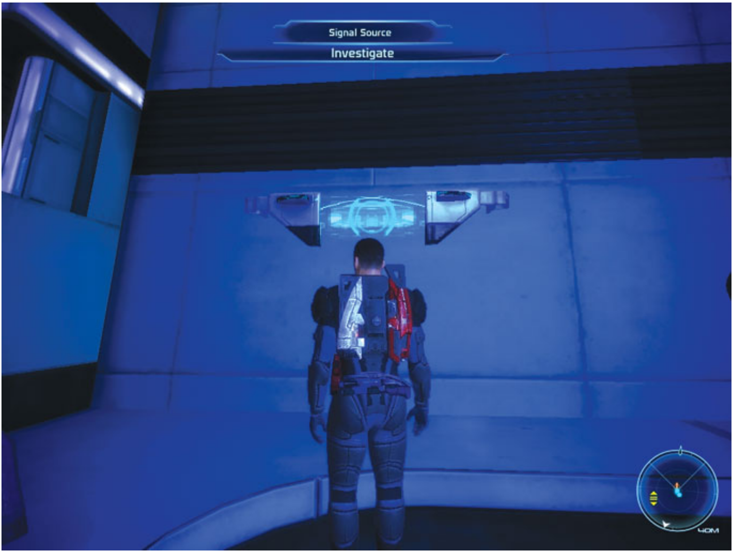


Investigate the suspicious gambling machine at the western end of Flux to trigger the assignment.

Track the Signal

The signal can be tracked back to the north side of the Wards access corridor. (You automatically target the signal source as you approach it.) Investigate the signal source to find that the signal has been bounced off a relay.

A trace reveals that it's coming from the Financial District of the Presidium. This completes the first task and brings up a new one, *Follow Signal to the Presidium.*



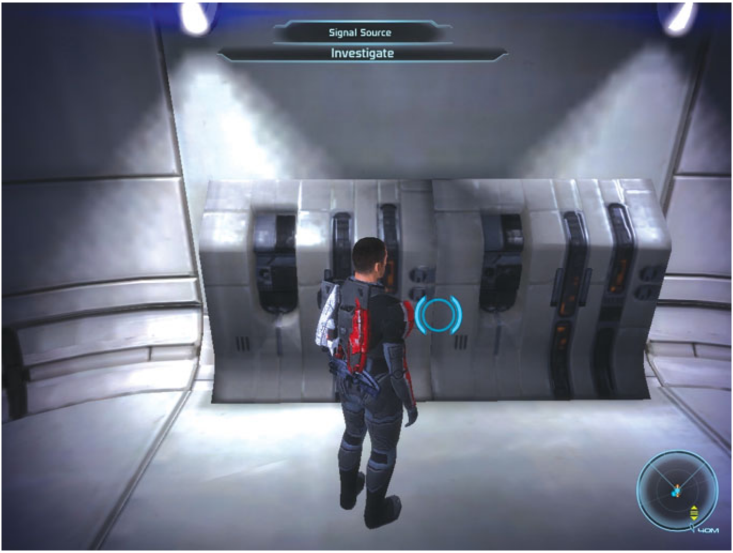
Examine the signal source in the Wards access corridor to advance the assignment.

Follow Signal to the Presidium

The signal leads to the bank in the Financial District of the Presidium.

Investigate the array of computers behind Barla Von's counter to find that it's yet another relay, and that the signal is coming from somewhere else on the Presidium.

This completes the task and brings up the next task, *Continue Tracking.*

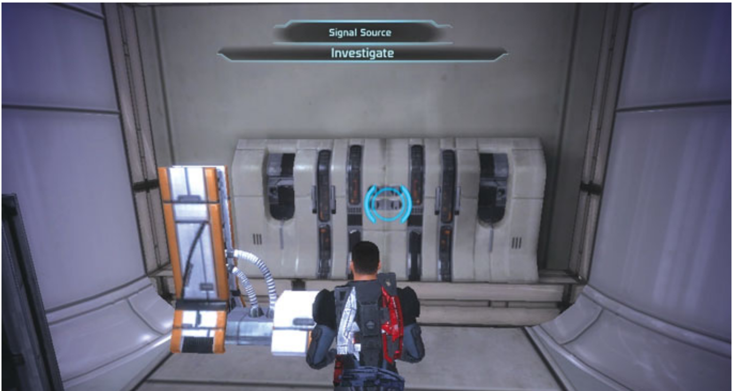


The signal is only being relayed to the bank. Its origin is somewhere else.

Continue Tracking

Readings from the last of the relays indicated that the signal's final destination is in the back room of the emporium in the Financial District of the Presidium.

Go there and investigate the western bank of computers to discover the existence of an artificial intelligence program running on the Citadel's terminals.



The signal source is actually in an alcove behind the emporium in the Presidium.

The AI program initiates a self-destruct sequence, threatening to obliterate you if you try to leave.

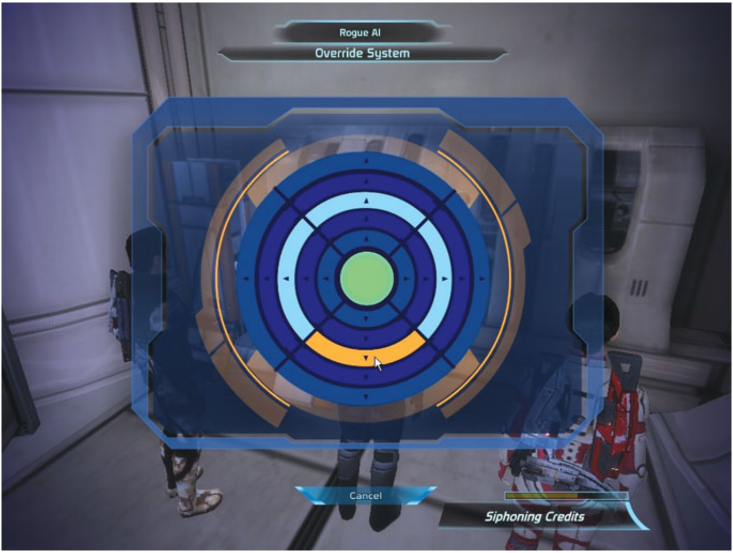
No matter how you choose to respond, the AI will not let you leave with the knowledge of its existence, because it knows that its very existence is a crime under Council law.

It would rather destroy itself and kill organic beings in the process than allow organics to erase it.

Eventually, you have to choose options on the right side of the dialogue wheel to advance the plot. This begins a race against the clock.

A meter along the bottom of the screen shows the AI's progress toward saving the credits it siphoned from the gambling machine.

When that meter empties, it starts to refill as the AI starts building to a critical mass. If it fills up, the AI explodes and kills you.



You need to guess the override sequence before the AI explodes.

To disarm the self-destruct mechanism, you must figure out the five-button override sequence and enter it without making a mistake.

Every time you enter a correct button, the screen flashes green. You start at the outer ring of buttons and work toward the inner ring.

If you press the wrong button, the screen flashes red and you have to start over from the outer ring of buttons.

The trick is to find the first correct button by guessing, and then guess at the second. If you guess correctly, you now know the first two buttons in the sequence and can guess at the third, and so on.

If you guess incorrectly, start over with the first correct button press and guess a different button for the second press until you figure out which one it is.

Alternatively, you can simply shoot the power source to the left of the terminal.

Overriding the AI's self-destruct mechanism awards you XP and completes the assignment. More importantly, it keeps you from being incinerated in an explosion!

If you overrode the self-destruct sequence before the AI transferred all of its credits away, you get whatever it didn't manage to transfer as a bonus.

13) Citadel: Doctor Michel

How to Get It : Talk to Dr. Michel in the Med Clinic in the Upper Wards

When It Is Available : After you defeat Fist and rescue Tali and have spoken to Dr. Michel once; cannot be triggered after you go to Ilos

Where It Takes Place : The Citadel

Special Notes : Need a Charm of 6 and an Intimidate of 3 to see all possible outcomes; you might want to wait until you become a Spectre to take on this assignment

At any point after rescuing Tali from Saren's men, go to the Med Clinic on the east side of the Upper Wards and talk to Dr. Michel.

You overhear her being blackmailed by an unknown person over a communications channel. Press her for information.

She tells you that she was quietly fired by her previous employer for giving out free medical supplies to clinics like the one she now works in.

If the medical board finds out about her past, she will lose her license and her clinic will be shut down.

Note

If you don't see this scene play out, it might be because this is the first time you've spoken with Dr. Michel. Leave the Med Clinic, wait for the door to close completely, and then re-enter the clinic.

To ensure that her secret is kept, Michel needs to deliver medical supplies to a merchant named Morlan in the Lower Wards.

You offer to go instead and put a stop to the blackmail. This triggers **Citadel: Doctor Michel** , automatically completes the first task (*Talk to Doctor Michel*), and brings up the second task, *Talk to Morlan.*

Visit Doctor Michel in the Med Clinic to find that she's being blackmailed.

Talk to Morlan

You'll find Morlan in his kiosk in the Lower Markets of the Lower Wards. Tell him, "I'm here about Dr. Michel."

Morlan is taken aback, and before he can compose himself, a krogan approaches and threatens to reveal Dr. Michel's secret if he doesn't get the medical supplies. The krogan says he's working for a person named Banes.

Talk to Morlan, a merchant in the Lower Wards, to advance the assignment.

If you have high enough Charm and Intimidate scores, you can persuade the krogan with charm or intimidation.

Doing so causes the krogan to back down and agree to leave Dr. Michel alone from now on. This gives you a Paragon or Renegade bonus and completes the task.

If you can't use the persuasions, or if you choose not to, you have to fight and kill the krogan. This completes the task but doesn't grant you a Paragon or Renegade bonus.

However you get rid of the krogan, your next task is *Talk to Doctor Michel.*

Note

You can ask Morlan about Banes, but he doesn't know anything.

Talk to Doctor Michel

After speaking to Morlan and getting rid of the krogan blackmailer, speak to Dr. Michel in the Med Clinic and tell her that the situation has been resolved.

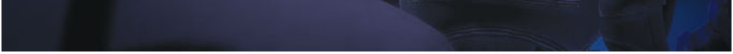
You can also ask her about the mysterious Banes, who was blackmailing her. She wonders if it could be Armistan Banes, a coworker from her distant past.

The last Dr. Michel heard, Barnes was contracted by the government to conduct research in the Traverse. Captain Anderson might know more.

Note

Speaking to Captain Anderson about Banes causes him to refer you to Rear Admiral Kahoku in the Citadel Tower.

Kahoku tells you that some of his marines were investigating Banes's death when they went missing, which triggers UNC: Missing Marines. See that assignment description for more information.



Return to Dr. Michel and reassure her that her secret is safe.

Speaking to Dr. Michel completes the task and assignment and awards you credits, XP, and medi-gel. This also changes the name of the completed assignment to **Citadel: Doctor Michel is Safe** .

14) Citadel: Schells the Gambler

How to Get It : Talk to Schells near the entrance to Flux

When It Is Available : After you complete **Citadel: Rita's Sister** ; cannot be triggered after you go to Ilos

Where It Takes Place : The Citadel

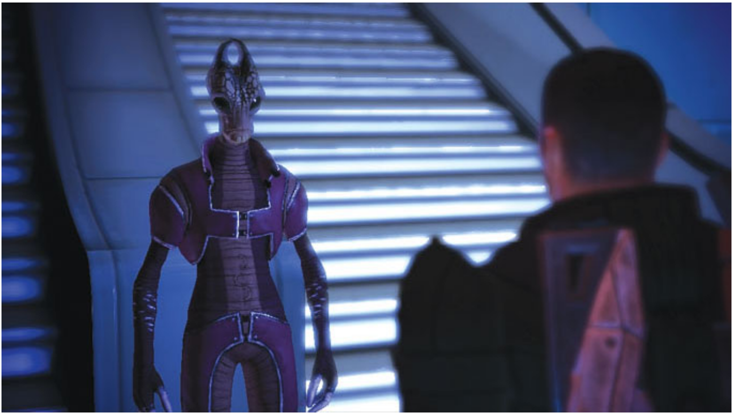
Special Notes : None

If you return to the Flux casino after completing the **Citadel: Rita's Sister** assignment, you see the bouncer throwing a salarian named Schells out of the casino.

The reason for his less-than-graceful exit was that he was caught using a device to rig the quasar gambling machines.

Schells claims that there's a difference between researching a machine that can cheat at quasar and actually using that machine to cheat.

He's only interested in the former, and he intends to sell his device to people who want to do the latter. He asks for your help calibrating his invention.



Speak to Schells after watching him get thrown out of Flux to begin the assignment.

You must offer Schells your help if you want to trigger this assignment. If you're playing a Paragon path, don't worry; there's a way to complete the assignment in a Paragon manner.

Accepting Schells's device triggers **Citadel: Schells the Gambler** and automatically completes its first task, Speak to Schells. The second task is Scan the Machines.

Note

If you decline to help Schells during your first conversation, he remains at the entrance to Flux. You can return to him later and accept the assignment if you change your mind.

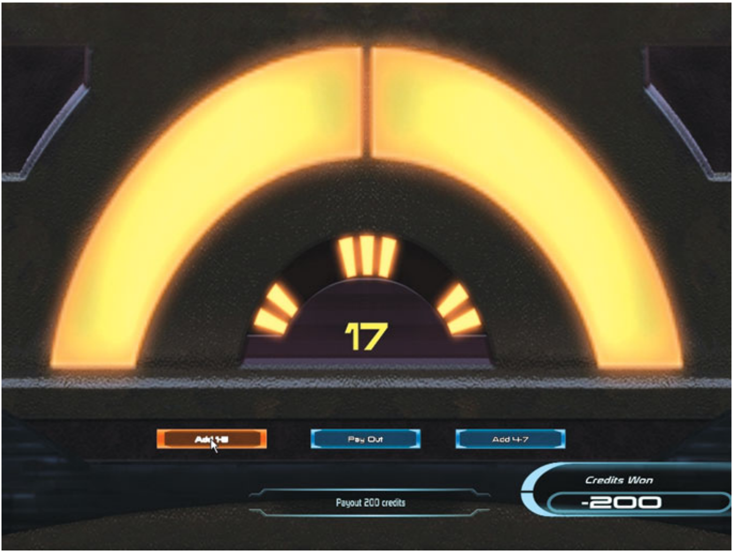
Scan the Machines—Renegade Path

To successfully calibrate Schells's machine, you must win five games of quasar on the second floor of Flux. Schells's device slightly increases your odds of winning, but it is also vulnerable to detection.

Play either the high-stakes or low-stakes quasar machines. Every time you earn a payout larger than the amount that it cost to play, that counts as one win toward the five you need to scan.

The volus casino owner, Doran, starts getting suspicious when you start winning a few games.

If you win seven games, he catches you and throws you out, so don't win more than six games before giving the device back to Schells.



Play five winning games of quasar to complete the task.

When you have at least five wins under your belt, the current task is complete, and the next one, Speak to Schells appears.

Scan the Machines—Paragon Path

If you accept the assignment but want to continue walking the straight and narrow, approach Doran on the western end of the casino and choose "[Give Him Schells's Tool]" from the dialogue wheel.

As a reward, Doran gives you a pile of credits, enough for several free games of quasar. You also earn XP and complete the current task. The next task is **Speak to Schells** .

Tell Doran that Schells tried to recruit you, if you want to complete the assignment in a Paragon manner.

Speak to Schells

Regardless of the path you chose to take, return to Schells at the entrance to Flux and speak to him to complete the assignment.

Note

If you complete the assignment by giving Doran Schells's scanner, the completed assignment is renamed CITADEL: SCHELLS'S SCANNER GIVEN AWAY.

If you complete the assignment by scanning the machines as Schells asked, the completed assignment is named CITADEL: SCHELLS HAS HIS DATA.

15) UNC: Hostage

How to Get It : Ride in a Citadel elevator while the relevant news vid is being broadcast randomly

When It Is Available : After the Council makes you a Spectre; cannot be triggered after you go to Ilos

Where It Takes Place : MSV Ontario, Farinata System, Hades Gamma cluster

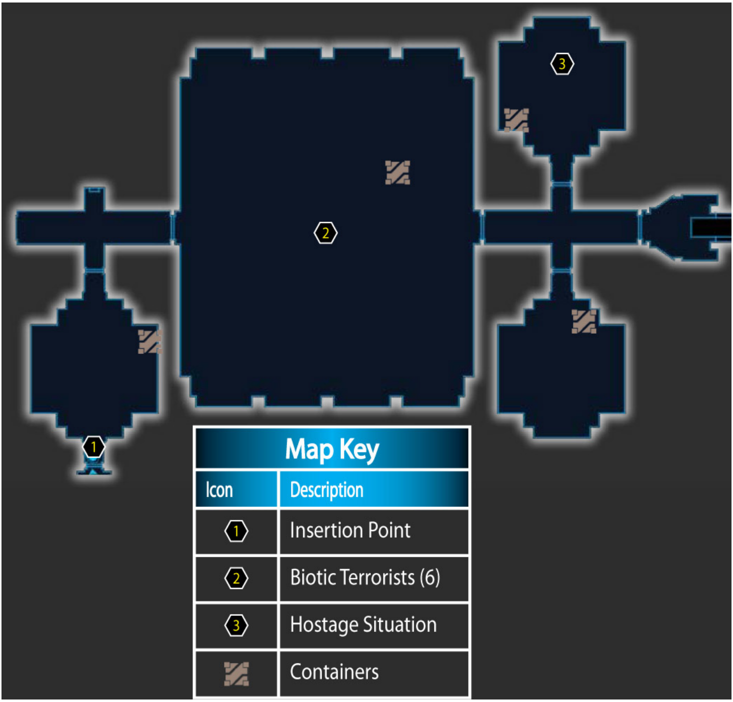
Special Notes : Need a Charm of 6 or Intimidate of 5 to see all possible outcomes

The elevators in the Citadel often play news vids randomly when you ride them.

One in particular tells you that fanatical biotics in the Hades Gamma cluster have kidnapped the chairman of the Parliament Subcommittee on Transhuman Studies.

They're holed up in a derelict freighter somewhere in the Farinata System. Hearing this news vid triggers **UNC: Hostage** and its first task, *Board Freighter* .

Boarding Freighter



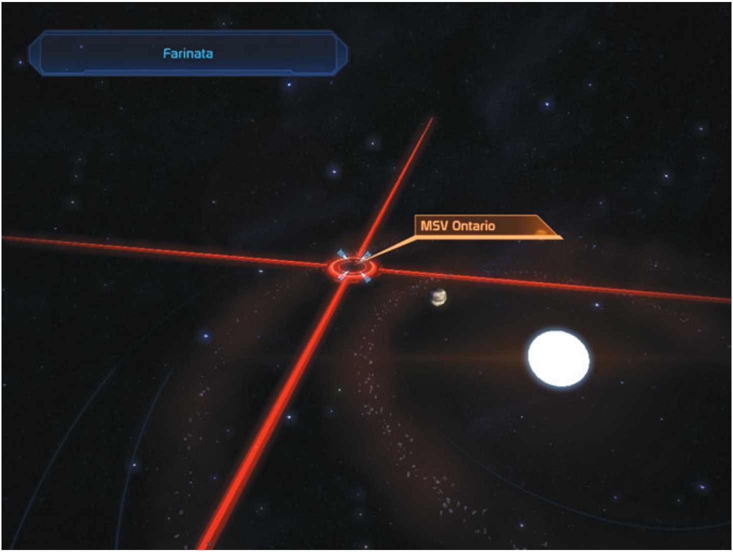
When you return to the *Normandy* , travel to the Farinata System in the Hades Gamma cluster.

Move the cursor around the system to find the MSV *Ontario* , the freighter belonging to the biotic terrorists. Select the *MSV Ontario* to board it.

Tip

When choosing and equipping your team, keep in mind the fact that you're facing biotics. Wrex and Kaidan are good choices, since they both have biotic abilities.

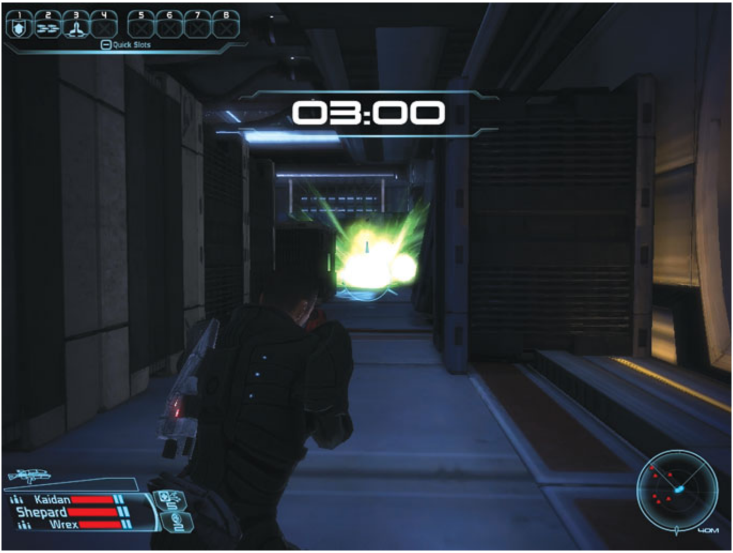
Equip everyone with armor that offers protection against biotic attack, and use weapon mods that inflict additional damage against organic beings.



Board the MSV Ontario to confront the biotic terrorists.

There are six biotic terrorists (2) in the main hold of the MSV *Ontario* . If you try to fight them toe-to-toe, you'll likely be overwhelmed quickly and rendered helpless by their biotic abilities.

Instead, sneak through the hold, making good use of cover, until you can target one of the biotic terrorists. Shoot them and quickly double-back to the cross-shaped hallway outside the hold.



Snipe at a biotic terrorist to get all of them to chase you.

Use the corners of the perpendicular hallway as cover and pick them off as they come through the doorway in pursuit.

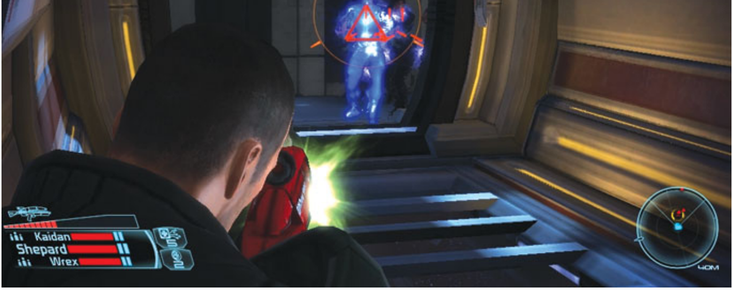
It's a good idea to have your teammates hold their position in the cross-shaped hallway and lead the biotic terrorists back to them.

Otherwise, your wingmen might try to pursue a firefight in the main hold, which is a much worse position.

Tip

If you do decide to fight in the hold, keep an eye out for plasma containment cells and other objects on the floor that explode when shot. Don't stand next to them, and if you see a biotic terrorist near one, be sure to blast it.

1 2 3 4 5 6 7 8
Quick Slots
Biotic Terrorist
02:49



Lure the biotic terrorists back to the cross-shaped hallway to take them out.

You only have three minutes to kill all the Biotic Terrorists before they execute their hostage. If they do, it results in a critical mission failure.

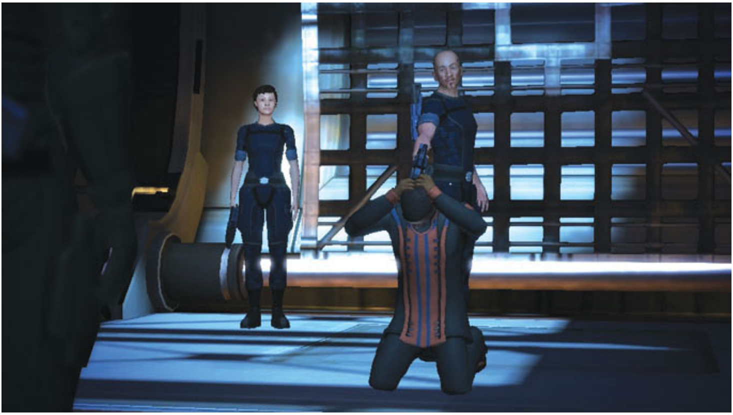
As soon as the biotic terrorists are dead, run through the main hold and go through its eastern door.

Go into the northeast room to see the leader of the terrorists holding a gun to the head of their hostage, Chairman Burns (3).

You can either attempt to talk the terrorist leader down with persuasions, or you can get into a firefight with the remaining terrorists by taking the non-persuasion options.

Caution

If you fight the terrorists and Chairman Burns is killed during the firefight, it causes a critical mission failure.



You need to rescue the chairman, either by talking the terrorists down or killing them.

If you have a Charm score of 6 or an Intimidate score of 5, you have access to a pair of persuasions that will defuse the situation completely.

You also earn a Paragon or Renegade bonus for using them. Once Chairman Burns is safe, the assignment is complete.

16) UNC: Missing Survey Team

How to Get It : Ride in a Citadel elevator while the relevant news vid is being broadcast randomly

When It Is Available : After the Council makes you a Spectre; cannot be triggered after you go to Ilos

Where It Takes Place : Trebin, Antaeus System, Hades Gamma cluster

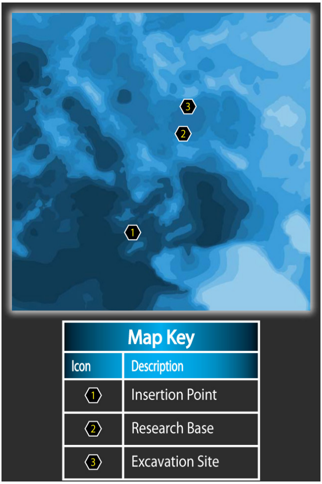
Special Notes : None

Another random news vid that plays in the Citadel elevators indicates that a survey team in the Hades Gamma cluster recently dropped out of contact.

Hearing this information triggers **UNC: Missing Survey Team** and its first task, *Find Missing Researchers.*

Find Missing Researchers

Trebin



Map Key

Icon	Description
1	Insertion Point
2	Research Base
3	Excavation Site

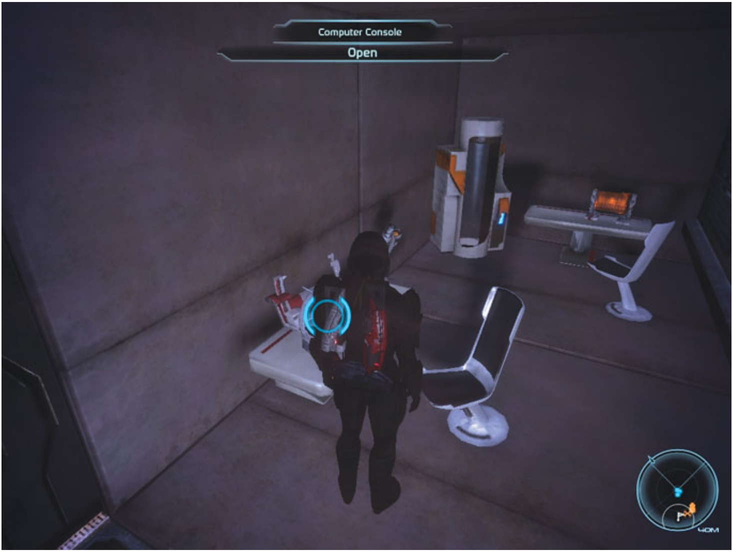
When you return to the *Normandy* , chart a course for the Antaeus System in the Hades Gamma cluster. Land on the planet Trebin when you arrive, and head for the Research Base (2) northeast of your insertion point (1).

Tip

This is a heavy combat mission, so bring along some serious firepower. You'll be fighting husks, so equip your weapons with mods that increase damage against synthetics.

Examine the computer console inside of one of the Research Base trailers to find out that the research team unearthed some sort of alien technology before dropping out of contact with the outside world.

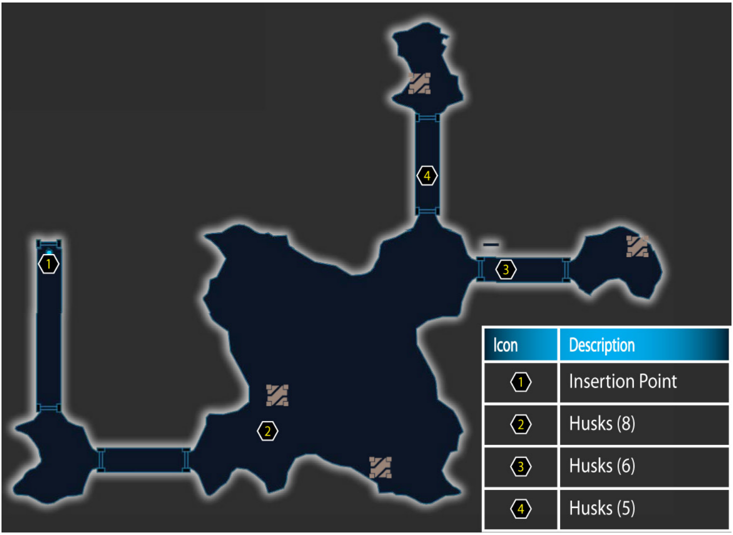
This completes the current task and brings up the next one, *Explore Excavation* Site.



Examine the computer console inside the Research Base.

Explore Excavation Site

Excavation Site Mining Tunnels



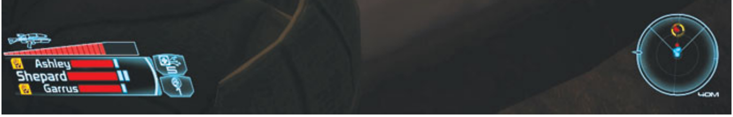
Icon	Description
1	Insertion Point
2	Husks (8)
3	Husks (6)
4	Husks (5)

The excavation site is within sight of the Research Base. Drive over there, hop out near the tall structure in the middle of it, and run up the ramp to enter the mining tunnels under the excavation site through its western entrance.

Carefully proceed into the large cavern in the middle of the mining tunnels. Entering the tunnels triggers a massive rush of eight Husks (2).

They rush you, so back into the tunnel you just came from and keep a healthy distance from the husks until you destroy them all.

1
2
3
4
5
6
7
8
Quick Slots
Husk
+360
XP
+66



Destroy the swarm of eight Husks in the main cavern.

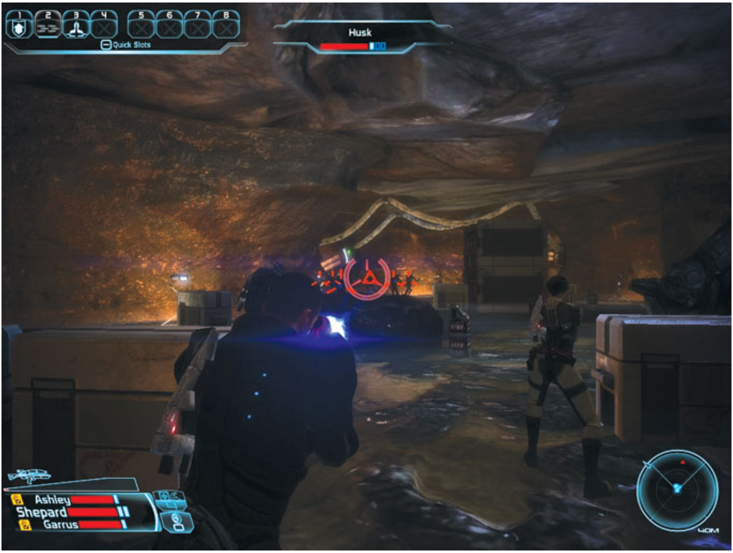
When the husks are destroyed, you realize that they were what remained of the research team, who were apparently transformed into husks by whatever they found in the mining tunnels.

Approach the two sealed doors in the northeast corner of the large central cavern. Two more groups of husks are lying in wait, one behind each door.

Opening one door causes the other to open as well, and the husks pour out of both, so be ready to back up toward the center of the cavern quickly to avoid being flanked.

Tip

This is a great time to make good use of the explosive items littered around the cavern floor. Shoot them as the husks run by to whittle their numbers down quickly.



Two additional swarms of husks wait in the northeast tunnels.

When the last of the husks have been destroyed, the mission is complete. You receive the following confirmation message:

That accounts for all of the ExoGeni survey team. They were converted to cybernetic "husks" by devices similar to those used by the geth on Eden Prime. How they came to be buried on a frontier world so far from geth territory is a mystery.

17) UNC: Missing Marines

How to Get It : Talk to Rear Admiral Kahoku in the Citadel Tower

When It Is Available : After the Council makes you a Spectre; cannot be triggered after Ilos has been discovered

Where It Takes Place : Edolus, Sparta System, Artemis Tau cluster

Special Notes : None

You might have seen Rear Admiral Kahoku in the Citadel Tower previously, but you can't actually engage him in conversation until you become a Spectre.

Kahoku is incensed over the fact that the Council refuses to investigate the disappearance of a recon team of his marines who were investigating the system where they found the frozen body of Banes (whom you might remember from Citadel: Doctor Michel).

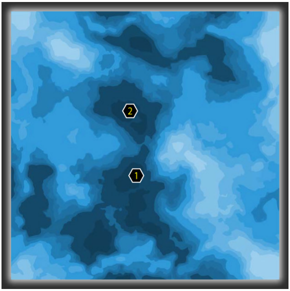
Kahoku can't follow up on it because their last known location has suddenly been declared a restricted area. However, as a Spectre, you don't have that problem.

Agree to help the admiral to trigger **UNC: Missing Marines** . Its first task is *Find Recon Team.*

Speak to Rear Admiral Kahoku and agree to investigate the disappearance of his marines to trigger the assignment.

Find Recon Team

Edolus



When you return to the *Normandy* , set a course for the Sparta System in the Artemis Tau cluster, and land on Edolus.

When you choose to land on Edolus, Joker informs you that he's picking up an automated distress beacon from the surface. This completes the current task and brings up the next one, *Distress Call* .

Distress Call

The distress beacon (2) emanates from a clearing almost due north of your insertion point (1).

Drive north, but use caution as you approach the beacon, because a Thresher Maw waits under the surface and thrusts its head and tentacles out at you when you draw near.

As soon as the thresher maw bursts out of the ground, make a sharp 90-degree turn and drive away from it while rotating your cannon toward it.

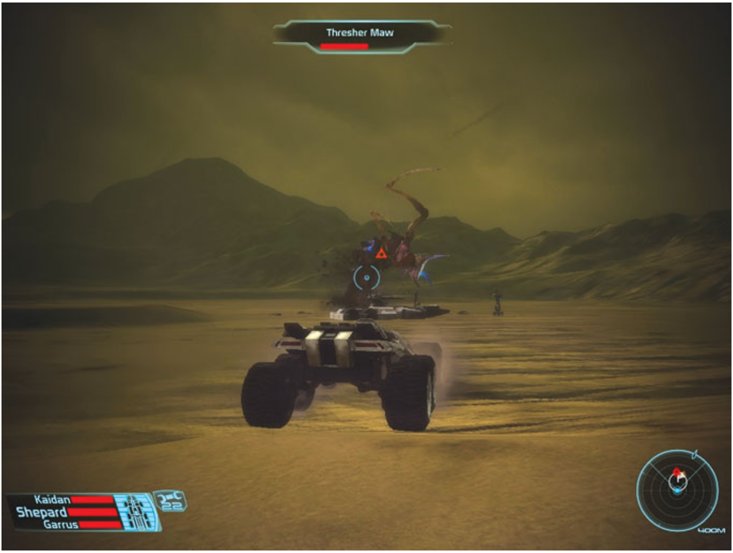
Target the head of the thresher maw and fire rockets at it, moving just enough to dodge its volleys of mucus.

When the thresher maw's head ducks back under the surface, start rolling to keep from being right above it when it busts out again.

If more than a few seconds pass, and the thresher maw hasn't reappeared, drive toward the beacon again to lure it out of the ground and fight it as normal.

After the thresher maw is destroyed, drive up to the distress beacon to see the remains of the Alliance marines you came to find.

Evidently they were lured to the thresher maw as well, but they didn't fare as well as you did. Examine one of the marines to complete the current task and bring up the next one, *Speak to Kahoku.*



The Alliance marines got the bad end of the thresher maw.

Speak to Kahoku

When you next return to the Citadel, go back to the Citadel Tower to find Rear Admiral Kahoku exactly where you first encountered him.

Inform him of the marines' demise. Kahoku can't believe that they would have been so careless as to blunder into a thresher nest, until you inform him that somebody lured them into the nest with an Alliance distress beacon.

This completes the current task and the assignment.

Report back to Kahoku and inform him that the marines are dead.

18) UNC: Hostile Takeover

How to Get It : Speak to Helena Blake

When It Is Available : After the Council makes you a Spectre; cannot be triggered after going to Ilos

Where It Takes Place : Mavigon, Han System, Gemini Sigma cluster; Klensal, Dis System, Hades Gamma cluster; Amaranthine, Fortuna System, Horse Head Nebula cluster

Special Notes : Need a Charm score of 10 or an Intimidate score of 7 to see all dialogue options

There are two ways to trigger this assignment. If your party has an extremely high Decryption skill, you can decrypt a terminal in the southeast office of the C-Sec offices section of C-Sec Academy.

You can also find and speak to a woman named Helena Blake on the south side of the Presidium between the emporium and the bank.

Speak to Helena Blake; she tells you that she knows of two rival crime lords who are hiding out on remote worlds, and she has their coordinates.

Each is convinced that the other is out to kill him, so you should expect a fight if you choose to follow up on this lead.

As for what Helena gets out of it, she shares certain…interests with them, but their business practices have forced her to terminate their association.

Once they're out of the picture, she intends to manage the organization in a more tasteful manner.

Helena Blake tells you about two rival crime lords who have gone into hiding.

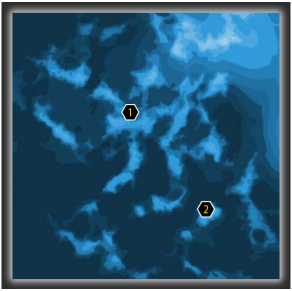
Follow the left-side dialogue wheel options to gather as much information about the situation as you want. If you want to accept this assignment, choose "I'll do it" or "Not a problem."

Choosing "No. I won't do this" refuses the assignment (and earns you a Paragon bonus), although Helena gives you the coordinates anyway, just in case you change your mind.

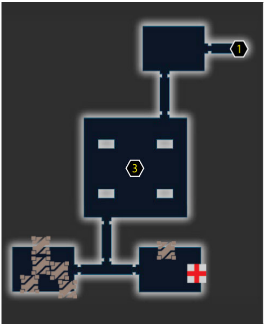
All three of these dialogue options trigger **UNC: Hostile Takeover** and its first assignment, *Eliminate Crime Lords.*

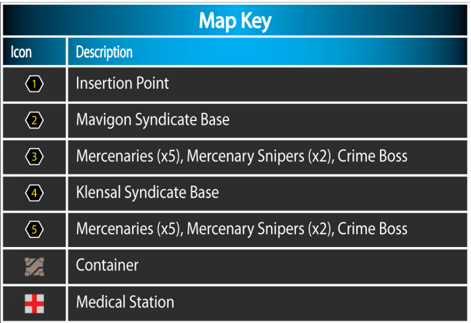
Eliminate Crime Lords/Finish Crime Lords

Mavigon



Mavigon Syndicate Base

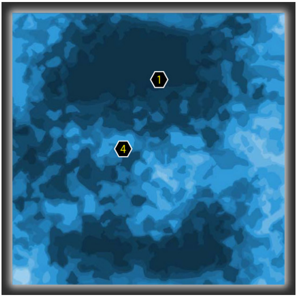




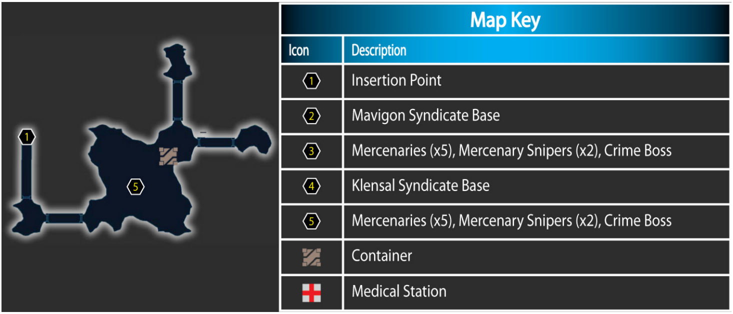
Map Key

Icon	Description
1	Insertion Point
2	Mavigon Syndicate Base
3	Mercenaries (x5), Mercenary Snipers (x2), Crime Boss
4	Klensal Syndicate Base
5	Mercenaries (x5), Mercenary Snipers (x2), Crime Boss
▨	Container
✚	Medical Station

Klensal



Klensal Syndicate Base



Map Key

Icon	Description
1	Insertion Point
2	Mavigon Syndicate Base
3	Mercenaries (x5), Mercenary Snipers (x2), Crime Boss
4	Klensal Syndicate Base
5	Mercenaries (x5), Mercenary Snipers (x2), Crime Boss
▨	Container
✚	Medical Station

Note

This is an extremely combat-heavy assignment, so make sure your squad selection reflects that. High combat and biotic strength will serve you well.

Your enemies are humans and krogan, so any weapon mods that inflict direct damage through shields or have a damage bonus against organics will serve you well.

The crime lords' bases are located on Mavigon in the Han System of the Gemini Sigma cluster and on Klensal in the Dis System of the Hades Gamma cluster.

You need to visit both worlds and clear out the crime lords and their men. It doesn't matter which one you visit first.

Caution

Mavigon's environment is a level 1 cold hazard. If you remain outside of the Mako for more than a few seconds, you will start taking significant damage.

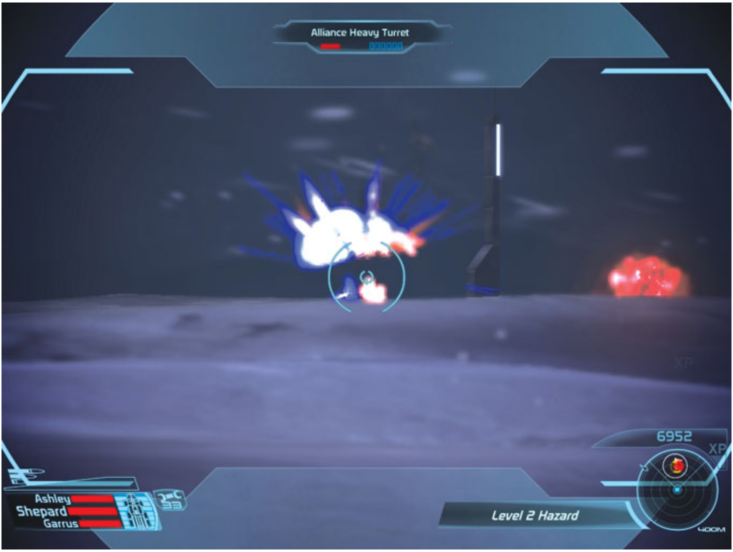
If you absolutely must leave the Mako, don't wander more than a few seconds' run from the vehicle if at all possible.

Both syndicate bases are well fortified on the outside. The Mavigon base sits atop a steep mountain peak and is defended by several Alliance heavy turrets that you should take out from range with the Mako's rockets.

There's a spot on a ridge northeast of the base that is perfect for this.

When laying siege to the Klensal base, which is guarded by mercenaries and mercenary snipers in towers, consider attacking from the northern ridge above it.

You can also approach from the southern plain and pick off the guards with the rockets from range, although this exposes you to more direct fire.



Destroy the syndicate bases' exterior defenses from range before moving in.

When each base's exterior defenses are eradicated, enter the bases and methodically eliminate everyone inside. Eight enemies are in the main chamber of each base.

Your enemies will send foot soldiers to rush you while snipers wait for you to expose yourself.

Pay attention to the locations of enemies on your radar to avoid getting flanked, and take advantage of cover to move tactically around the room as you fight.

Caution

Both bases have several explosive items on the floor of the main chamber.

These are a great help if you shoot them while enemies are standing near them, but they can end the fight for you in a hurry if you're standing next to one that an enemy shoots.

1
2
3
4
5
6
7
8
Quick Slots
Crime Boss
Ashley
Shepard
Garrus
40M

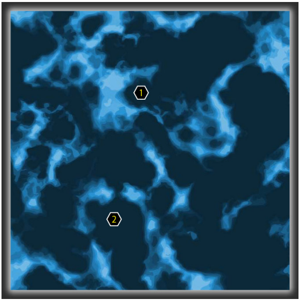
Kill the crime lord in each base, along with all of his men, to complete the task.

Killing the first crime lord and his mercenaries completes the *Eliminate Crime Lords* task and brings up the next task, *Finish Crime Lords*.

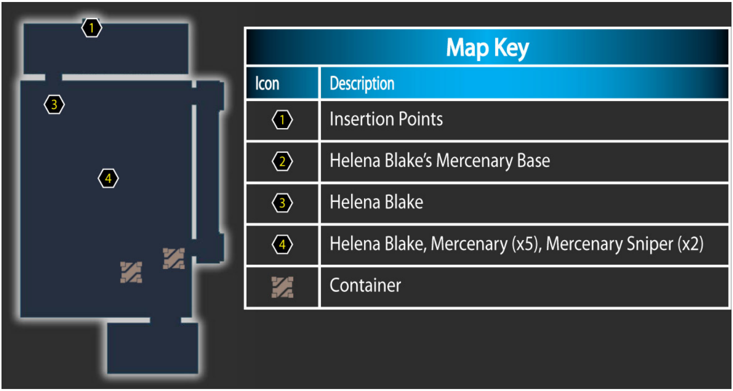
Wiping out both crime lords and their guards completes that task and brings up *Meet Helena Blake*.

Meet Helena Blake

Amaranthine



Amaranthine Mercenary Base



Map Key

Icon	Description
1	Insertion Points
2	Helena Blake's Mercenary Base
3	Helena Blake
4	Helena Blake, Mercenary (x5), Mercenary Sniper (x2)
▨	Container

With both crime lords out of the picture, it's time to report back to Helena Blake. She keeps a mercenary base on Amaranthine, in the Fortuna System of the Horse Head Nebula cluster.

Go there and drive to the base, which is almost due south of your insertion point.

Helena Blake stands in the entrance to the main room of the mercenary base. Opening the door to this area automatically triggers a conversation with her.

She extends her warmest thanks for getting rid of her rivals and ensuring that ownership of the syndicate falls to her.

As you continue in the conversation with her, Helena vows to restrict her illicit operations to gambling and smuggling illegal technologies. She then politely threatens you to back off, or face the wrath of her assistants.

Helena Blake is the new undisputed leader of the syndicate.

This brings up a pair of persuasions you can use on her, if you have the necessary Charm and Intimidate scores.

Using a persuasion convinces Helena to disband the syndicate altogether and earns you a Paragon or Renegade bonus.

Answering her threat with "Then we're fine" or "You'd better stay clean" completes the assignment peacefully.

Choosing "You're under arrest" leads to a fight with Helena and her mercenaries. First, a purple energy barrier goes up across the doorway; you need to shoot it until it falls to enter the room.

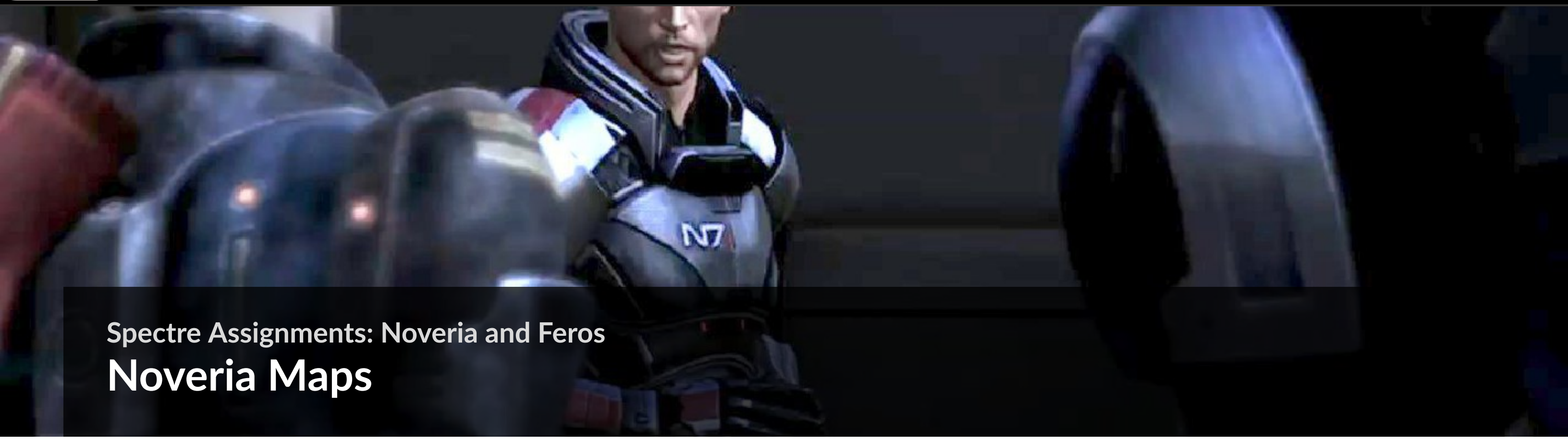
Helena and her mercenaries and mercenary snipers are tougher than the others you just fought, so you have your work cut out for you.

But all of the same tactics apply. Take out as many as possible without entering the room to prevent getting overwhelmed. When Helena and her men are killed, the mission is complete.

Note

Assignment (19), UNC: PRIVATEERS, can be triggered as soon as you become a Spectre by speaking to Garoth in the Citadel Tower.

This assignment is covered in detail in the "Spectre Assignments: Uncharted Worlds and a Return to the Citadel" section of this guide.



Spectre Assignments: Noveria and Feros

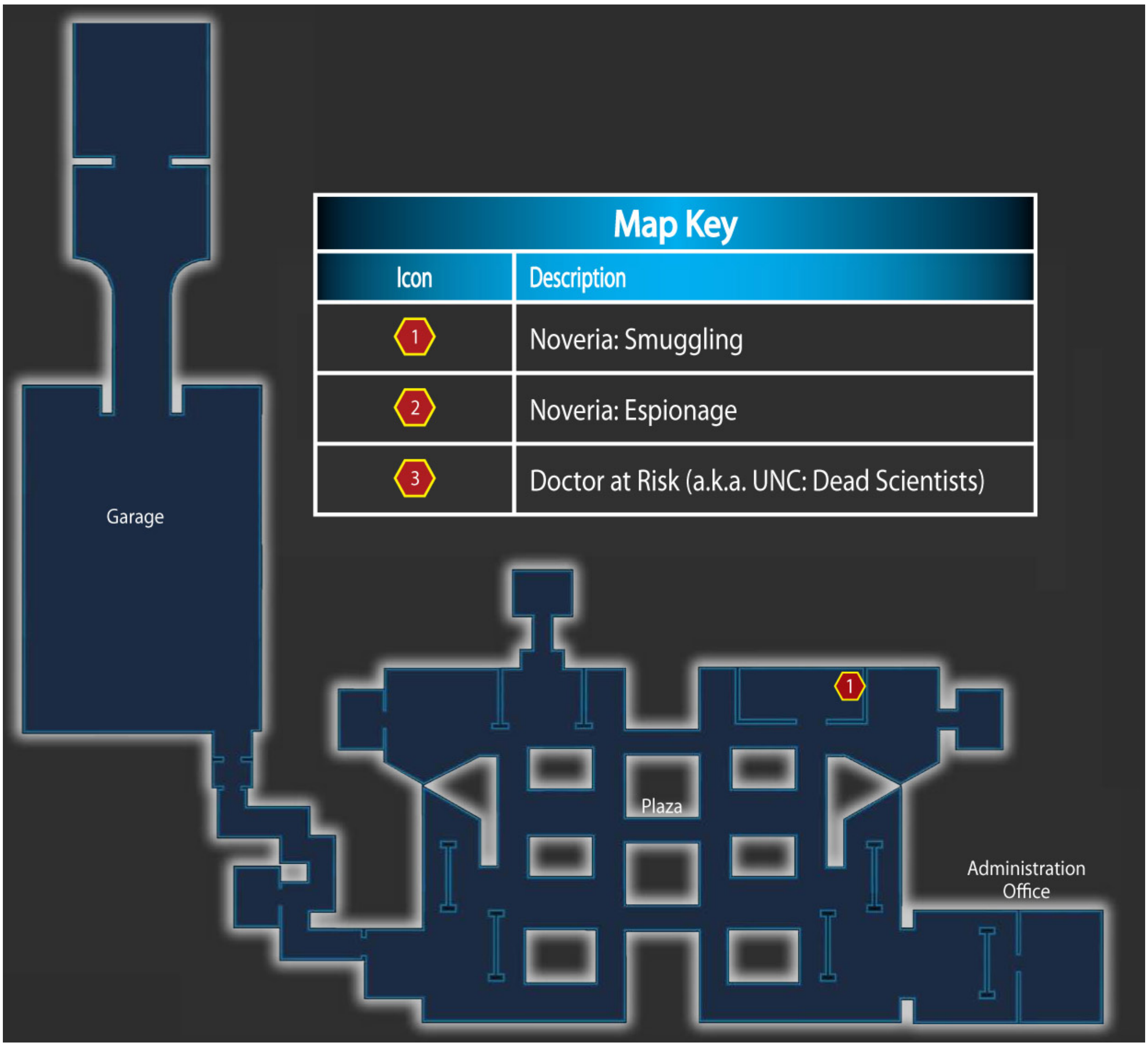
Noveria Maps

Note

All of these optional Spectre assignments take place during your visits to Noveria and Feros during the main plot. Some of this information also appears in the walkthroughs for those missions.

Noveria Maps

Noveria: Port Hanshan Plaza

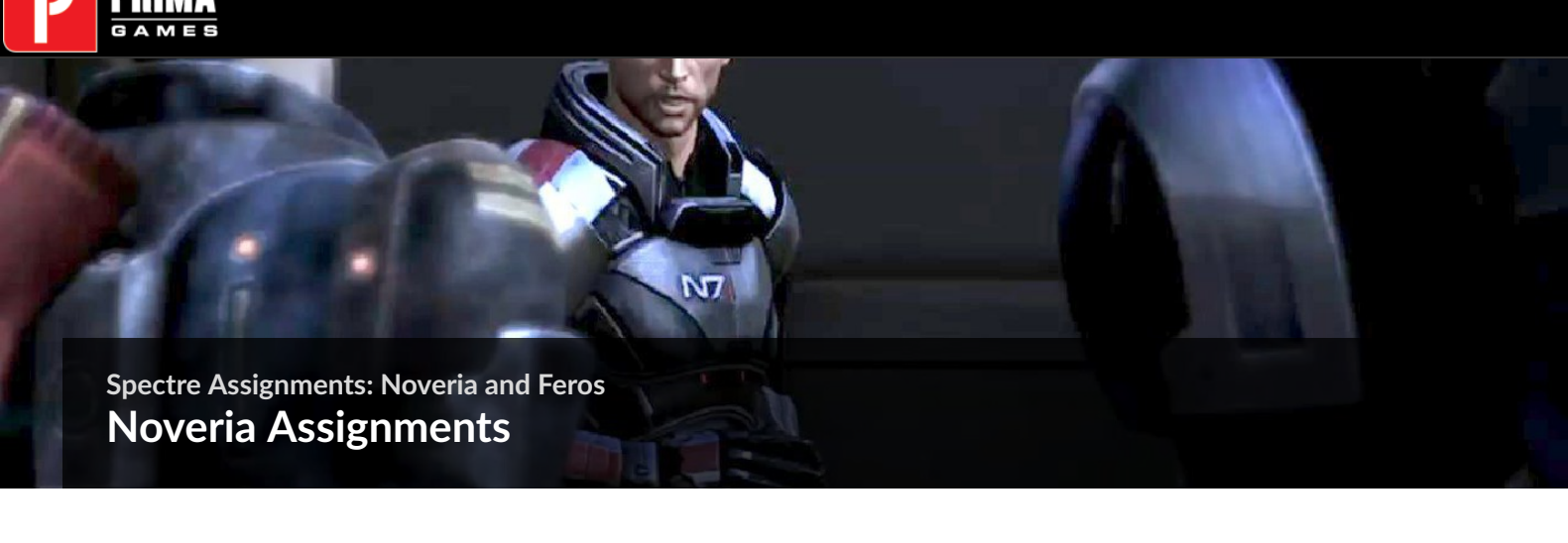


Map Key

Icon	Description
1	Noveria: Smuggling
2	Noveria: Espionage
3	Doctor at Risk (a.k.a. UNC: Dead Scientists)

Note

A complete list of maps for the Noveria portion of the main plot appears in the Noveria section of the critical-path walkthrough of this guide.



Spectre Assignments: Noveria and Feros

Noveria Assignments

All of these assignments can be triggered during your visit to Noveria, although not all of them can be completed on Noveria. They're listed here in a chronological order that complements the Noveria mission walkthrough presented earlier in this guide.

Note

There are three assignments that you can trigger in Noveria that are not included in this chapter, because they can also be triggered elsewhere.
They are:

Asari Diplomacy (triggered as **Mercenaries** or **Investigate Mercenaries** , depending on whether you've had a conversation with Nassana in the Citadel Presidium yet):

In the Peak 15 Administration area of Noveria, there is a terminal that you can access in the northern room, if you have not already completed Asari Diplomacy.

It gives you information about a slaving ring. For more information on this assignment, see the **Asari Diplomacy** walkthrough in the next section of this guide.

UNC: Major Kyle (triggered as **Strange Transmission**): Accessing a Terminal in the second floor of the Peak 15 Reactor Core area of Noveria triggers the same assignment that you can trigger in Executor Palin's C-Sec offices in the Citadel Presidium.

For more information on this assignment, see the **Strange Transmission** (**A.K.A. UNC: Major Kyle**) walkthrough in the previous section of this guide.

UNC: Privateers: If you didn't trigger this assignment by speaking to Garoth in the Citadel Tower, you can trigger it by accessing a computer terminal in the lower office of Synthetic Insights in Port Hanshan.

See the **UNC: Privateers** walkthrough in the following section of this guide for more information on how to complete it.

1) Noveria: Smuggling

How to Get It: Speak to Merchant Opold in Port Hanshan Plaza

When It Is Available: Upon arriving at Noveria; cannot be triggered after you go to Ilos

Where It Takes Place: Port Hanshan

Special Notes: Need 8 Charm and 6 Intimidate to see all potential dialogue options

Speak to the hanar merchant, Opold, in the northeast corner of Port Hanshan plaza to find that it wants to recruit you to smuggle a **delivery** past Noveria customs.

As a Spectre, you are not subject to the restrictions that prevent Opold or anyone else from bringing this item into the station.

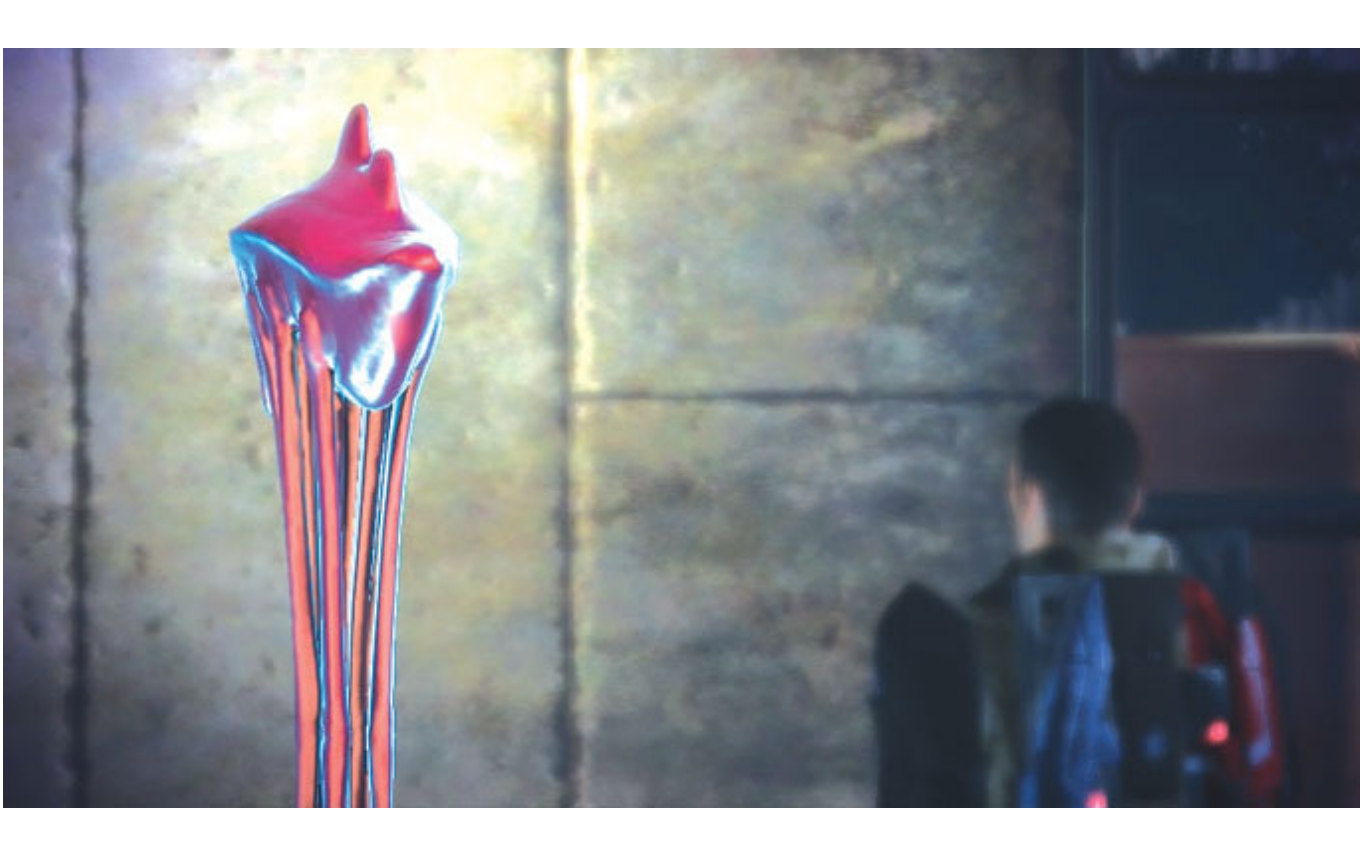
Opold is sketchy on the details unless you have sufficient Charm and Intimidate scores to bring up persuasions. Use the persuasions to draw more information out of Opold.

His customer is a krogan bounty hunter named Inamorda, and Opold assures you that the contents of the package pose no danger to anyone in Port Hanshan.

If you want to accept this assignment, choose "I'll do it" from the dialogue wheel. If you choose not to accept it, select "Goodbye," or "No. Sounds shady." Accepting the assignment triggers **Noveria: Smuggling** and its first task, *Retrieve the Package.*

Note

If you refuse the assignment, you can return to merchant Opold at any time during your stay at Port Hanshan and speak to the hanar to change your mind and accept the assignment.



Merchant Opold in the northeast corner of Port Hanshan Plaza wants you to smuggle an item for it.

Retrieve the Package

Merchant Opold arranges to have the package delivered to the Normandy. Opold says that all you need to do is pick it up, carry it through customs, and bring it to Opold.

And while that's true, there are a number of other uses for the package once you have it. Here are your options:

1. Bring the package back to Opold to complete the assignment as requested.

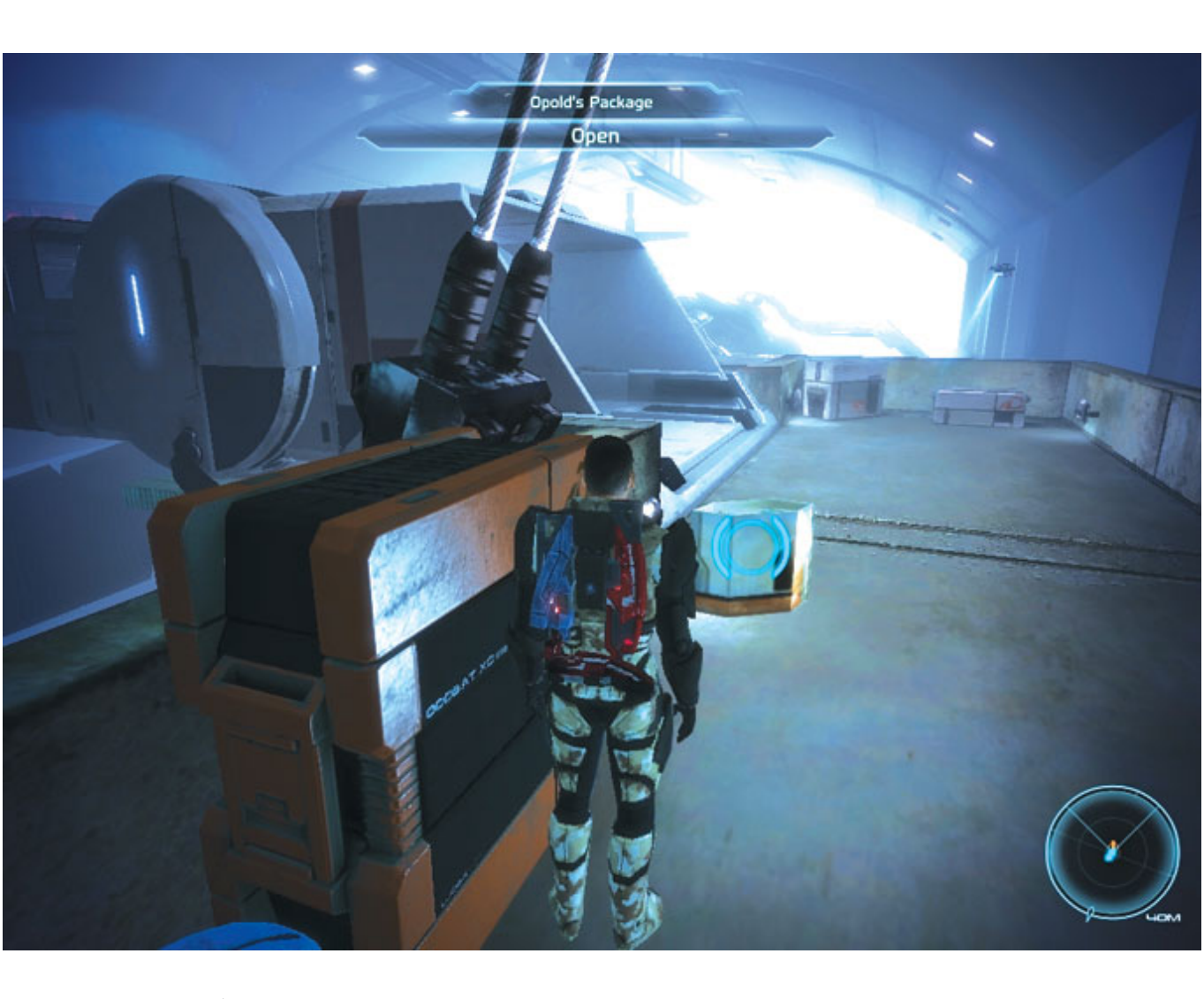
2. Bring the package back to Opold, but tell him that you're keeping it, and add the item to your inventory.

3. Find Inamorda in Port Hanshan Mezzanine and give him the package directly, cutting out the middleman.

4. Give the package to Anoleis in the administration office of Port Hanshan Plaza in exchange for a pass to the garage.

Regardless of which way you choose to go, you have to pick up the package first. Backtrack to the Port Hanshan docking bay and look near the airlock leading to the *Normandy* to find it.

It appears to be a powerful, experimental weapon mod. After you pick it up, you can easily carry it through Port Hanshan customs with no issue whatsoever.



Pick up Merchant Opold's illicit package in the Port Hanshan docking bay.

Give the Package to Opold

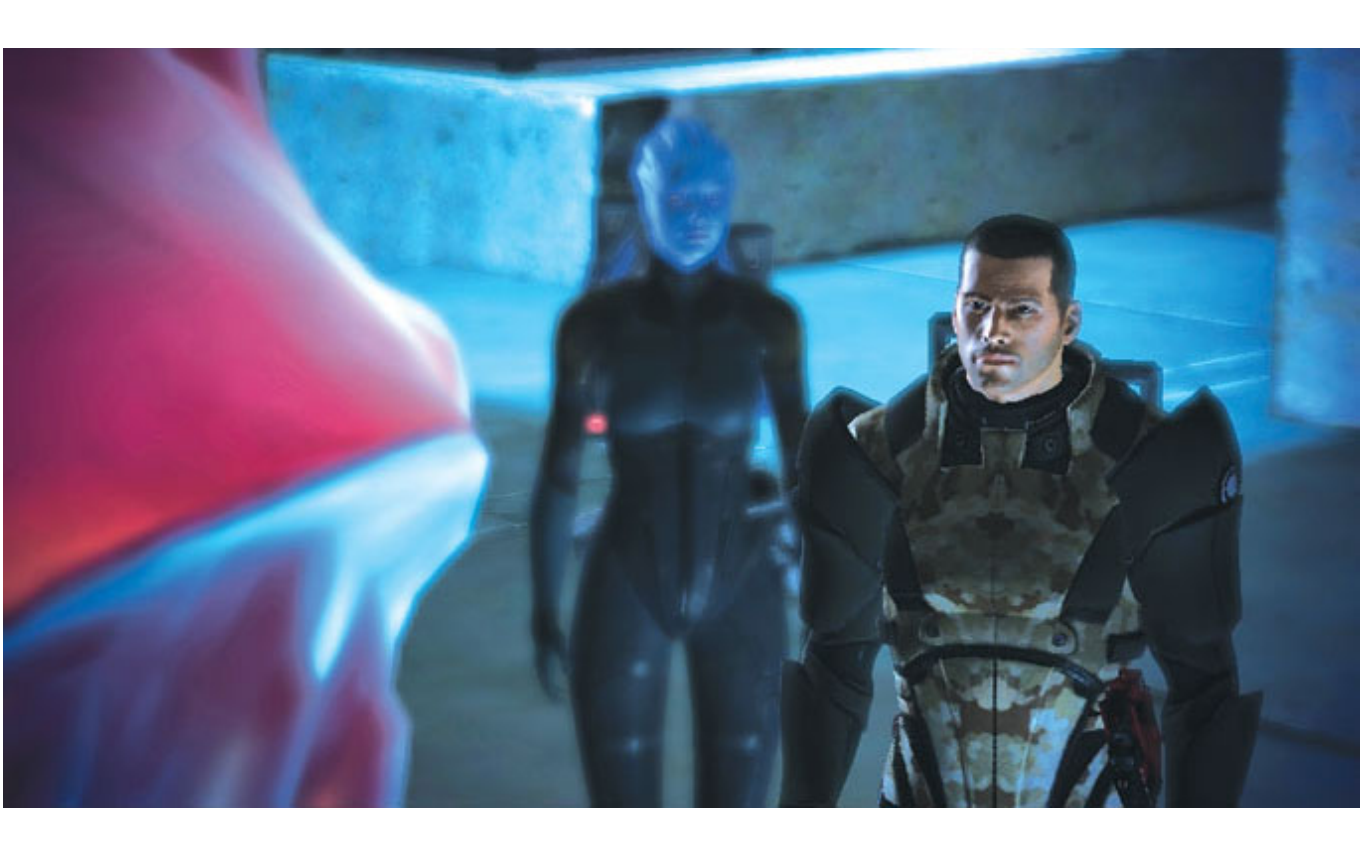
When the package is in your possession, you can return to Opold and give it to him, or you can decide to hang onto it and keep it for yourself.

If you want to give the package to Opold, choose "Yes" from the dialogue wheel. Opold thanks you and offers 250 credits as payment.

If you have high enough Charm and Intimidate scores, you have access to a pair of persuasions that bump the price up to 500 credits and earn you a Paragon or Renegade bonus in the bargain.

Caution

This is less than you can get for the package from Inamorda. Even worse, as soon as you use one of the persuasions to up the price, you can no longer refuse to give the package to Opold!



Merchant Opold does not offer as many credits for the item as Inamorda does.

Keep the Package

If you decide to hang onto the package, return to Opold and choose "I'm keeping it" from the dialogue wheel. Opold becomes as angry as a hanar is capable of becoming and asks you to leave (although you can still return to it and buy items from the merchant's shop).

Choosing to keep the package gives you a mod of varying type and rank, depending on your experience level—the higher your level, the more valuable the mod is.

Tip

If you decide to keep the package and add the mod to your inventory, you no longer have the dialogue option to sell the package to Opold, and Inamorda is no longer in the mezzanine, so you can't sell it to him.

However, you can talk to Opold as his customer and sell the mod back to him. If Noveria is the first post-Citadel, plot-based world you've explored, your experience level might not be high enough to get a good price for it.

But if this is the second or third plot world you've explored after the Citadel, and if you've bumped up your experience level by completing optional assignments, you can make a tidy profit by selling the mod, especially if you have a high Intimidate score.

Caution

If you keep the package, Inamorda will be even angrier at you than Opold is. In fact, if you choose to keep the package, be ready to fight Inamorda and two of his krogan henchmen the next time you enter the Noveria docking bay!

Give the Package to Inamorda

Inamorda waits in the middle of the upper walkway of the mezzanine. You can talk to him about Opold's package before or after you retrieve the package.

Tell him that you have (or will soon have) the package. He offers you a business proposal. He's paying the hanar more than he wants to pay, and he's guessing that it's paying you less than you want.

If you're interested, tell Inamorda to "Give me a figure." He offers 500 credits. If you have high enough Charm and Intimidate scores, you can respond with one of two persuasions that drive up the price to 750 (and give you a Paragon or Renegade bonus in the bargain).

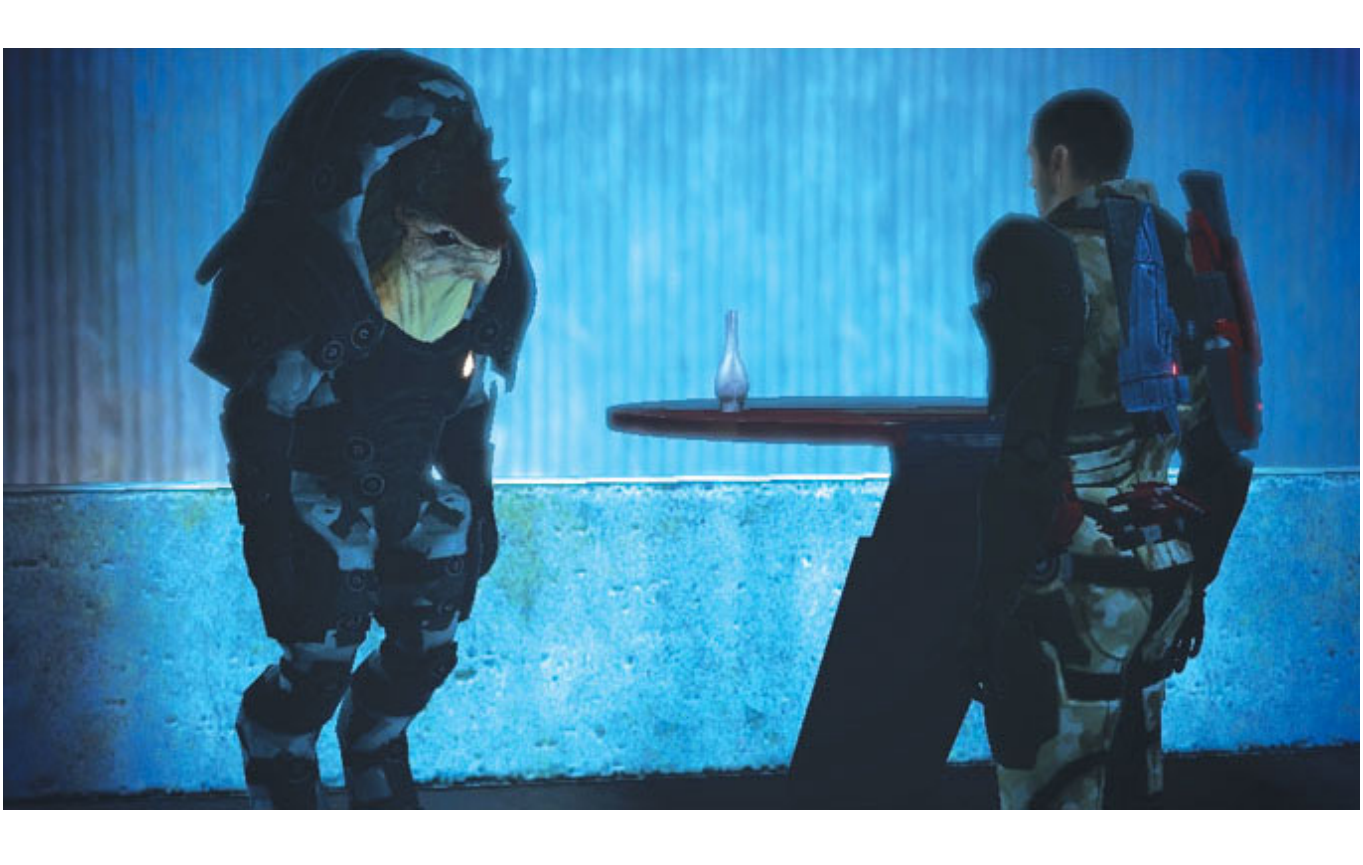
You can accept that price and complete the assignment, or you can tell Inamorda that it's not enough and hold onto Opold's package for the time being.

Tip

Inamorda offers you more for the package than Opold does, but if you go to Opold and tell him that you're keeping it, you can then sell the mod to Opold as his customer.

If your level is high enough, and if your Intimidate score is high, you'll earn much more than either Opold or Inamorda were offering.

However, you won't get the Paragon or Renegade bonus from using the persuasions, and you'll have to fight Inamorda and his henchmen in the Noveria docking bay next time you return to the *Normandy* .



You can speak to Inamorda in the mezzanine and deal with him directly.

Give the Package to Anoleis

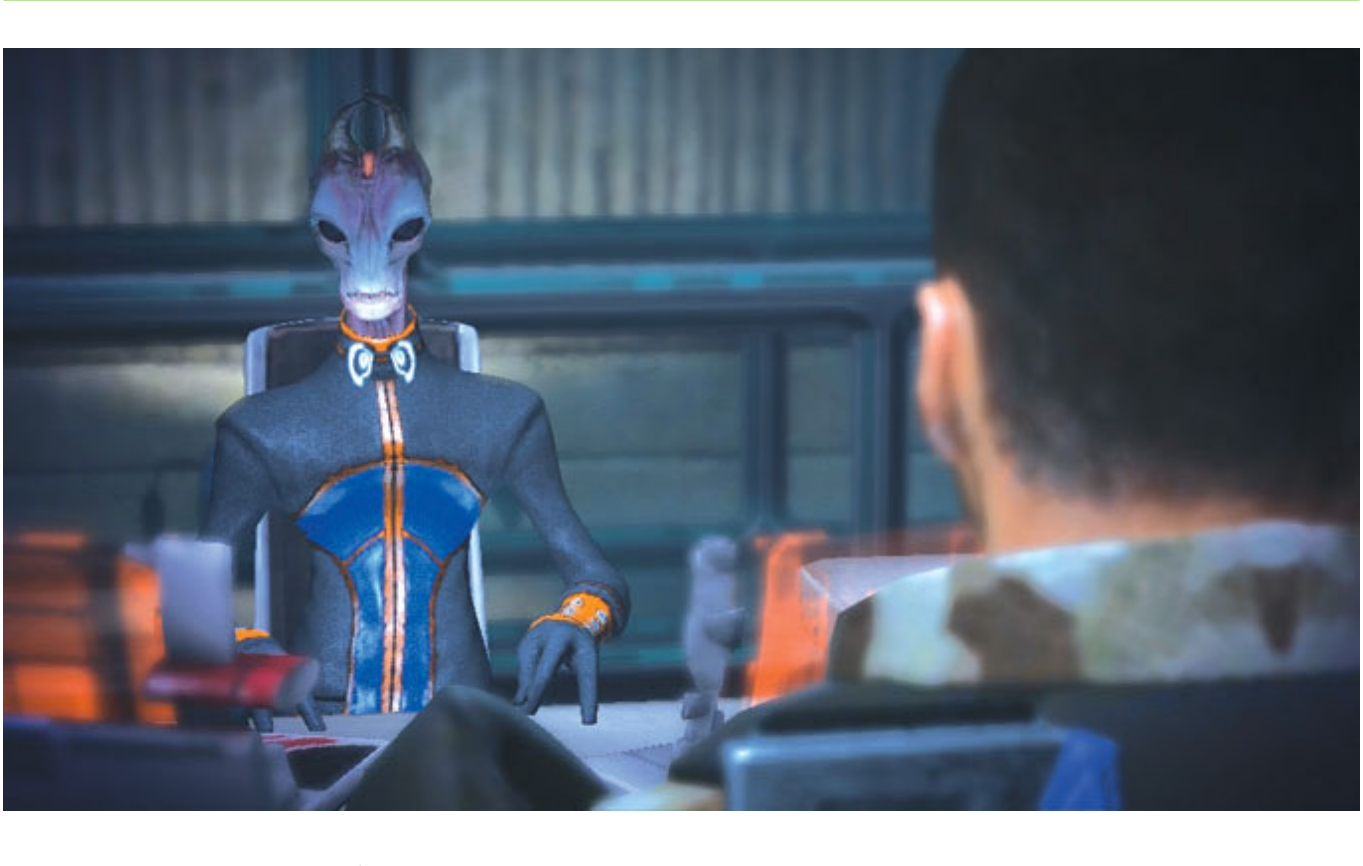
Administrator Anoleis is completely corrupt (not to mention a first-class jerk), but he has something you need: a pass to the Port Hanshan garage. Without that pass, you can't progress in the main plot and proceed to Peak 15.

If you speak to Anoleis in the administration offices (located in the southeast corner of Port Hanshan Plaza) after picking up Opold's package, you have the option of telling Anoleis about the package and handing it over to him.

Anoleis seems to be less delighted that you intercepted a potentially dangerous shipment than he is at having an excuse to shake down Opold for his dirty dealings, but it does convince him to part with the garage pass.

Tip

If you have high enough Charm and Intimidate scores, you have access to persuasions during the conversation with Anoleis that allow you to get the mod back from Anoleis, which means you can sell it back to Opold if you wish.



Give the package to Anoleis and he'll give you a garage pass.

Note

This is not the only way to earn a garage pass in Port Hanshan. Consult the Noveria section of the main mission walkthrough to find out how else to get one.

2) Noveria: Espionage

How to Get It: Speak to Mallene Calis in Port Hanshan Mezzanine

When It Is Available: Upon arriving at Noveria; cannot be triggered after you go to Ilos

Where It Takes Place: Port Hanshan Mezzanine

Special Notes: Need 12 Charm and 9 Intimidate to see all potential dialogue options

When you first enter the Port Hanshan Mezzanine, an asari by the name of Mallene Calis calls to you from the southeast corner of the mezzanine's lower floor.

Speak to her; she tells you that the male human at the bar is a Binary Helix salesman named Rafael Vargas.

Mallene needs you to distract him by posing as a potential buyer of military enhancement technology for the Alliance, while she cracks into Vargas's personal network and determines whether Binary Helix has violated any asari biotic copyrights.

She offers you a tidy sum of credits if you successfully complete the assignment. Accepting the assignment triggers **Noveria: Espionage** and its first task Keep Him Talking.

Note

You can get the Secondary Codex "Genetic Engineering" by speaking with Vargas.

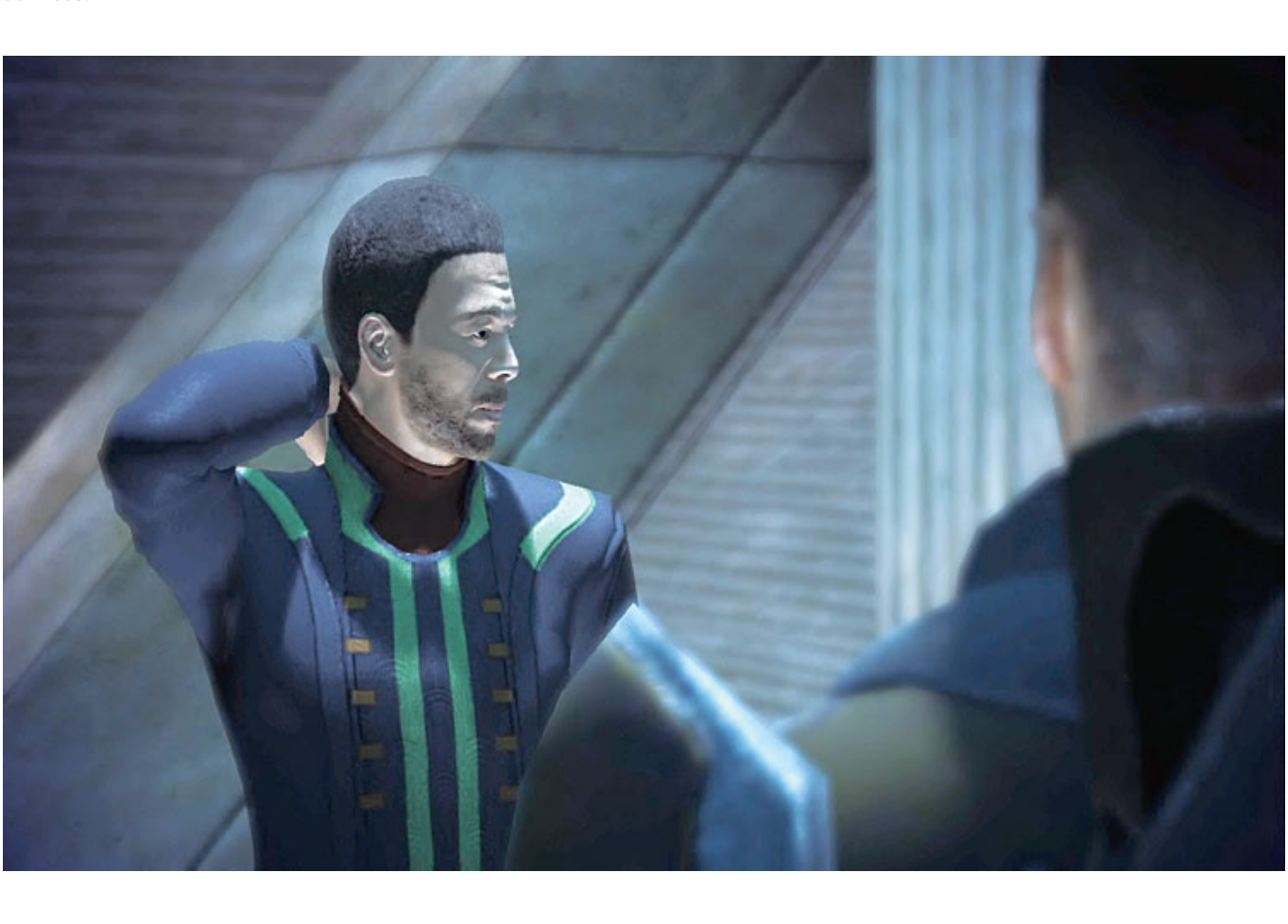
Speak to Mallene Calis to trigger the assignment.

Keep Him Talking

When you accept the assignment, Mallene gives you the device that will crack into Vargas's network and tells you that it will beep when it is finished. Ask about Vargas.

Mallene tells you that he has no patience for wasting time. He also rubs the back of his neck when he's nervous, so press him when you see that to distract him and keep him talking.

Armed with this knowledge, go to the bar's north side and start talking to Rafael Vargas. Right from the beginning of the conversation, you can tell him that Mallene asked you to spy for her, or you can play along and pretend to be interested in his services.



Speak to Rafael Vargas to continue the assignment.

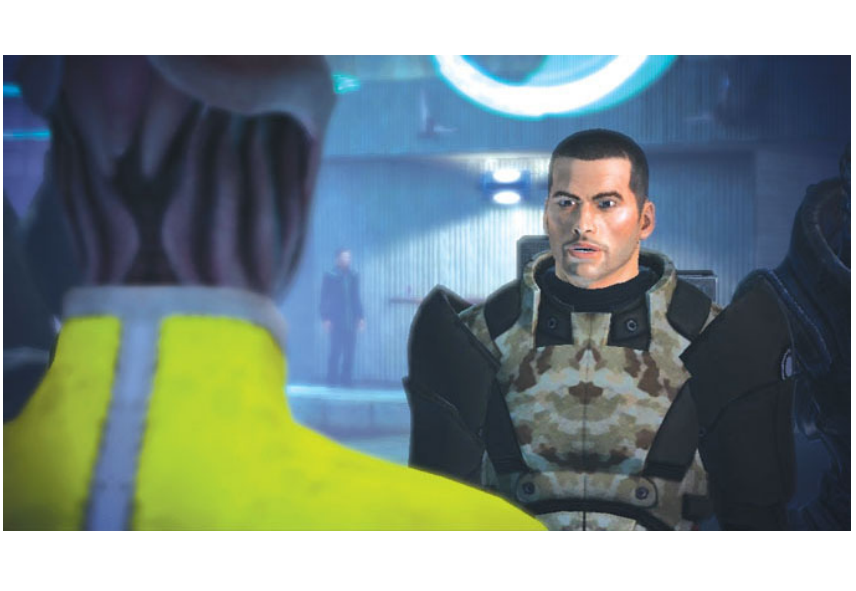
If you tell Vargas that Mallene tried to recruit you as a spy, Vargas thanks for you telling him and leaves. The assignment is updated with the next task, Turned Mallene In.

If you choose to do as Mallene asked and pose as a buyer, you need to keep Vargas talking. To do that, just continually press him with persuasions every time they appear as options.

This keeps the conversation going until Mallene's device beeps. As soon as this happens, make any excuse you want to get out of conversation with Vargas and complete the current task. The next task is Hacking Complete.

Turned Mallene In

If you told Vargas about Mallene's plan, return and speak to her. You can either tell her that you told Vargas about her, or you can lie and say that you completed the job.



Return to Mallene after turning her in to Vargas.

If you tell Mallene the truth, she doesn't seem to be all that angry, but she does realize that it's probably time for her to leave Noveria. This completes the assignment and awards you a Paragon bonus.

If you lie to Mallene and tell her that the job is done, she is pleased and says that she will transfer 500 credits to your account.

If your Charm and Intimidate scores are high enough, you see a couple of persuasions. Using either of these talks her up to 750 credits and earns you a large Renegade bonus for completing the assignment.

Hacking Complete

If you successfully hacked Vargas's personal network, return to Mallene and tell her so. She thanks you for a job well done and promises to transfer 500 credits to your account.

To bump that number up to 750, use either of the persuasions that appear (if your Charm and Intimidate scores are high enough). You also earn a Paragon or Renegade bonus for using a persuasion. This completes the assignment.

3) Doctor At Risk (A.K.A. UNC: Dead Scientists)

How to Get It: Hack the terminal in the southwest corner of the Port Hanshan Mezzanine's upper floor

When It Is Available: Upon arriving at Noveria; cannot be triggered after you go to Ilos

Where It Takes Place: Ontarom, Newton System, Kepler Verge cluster

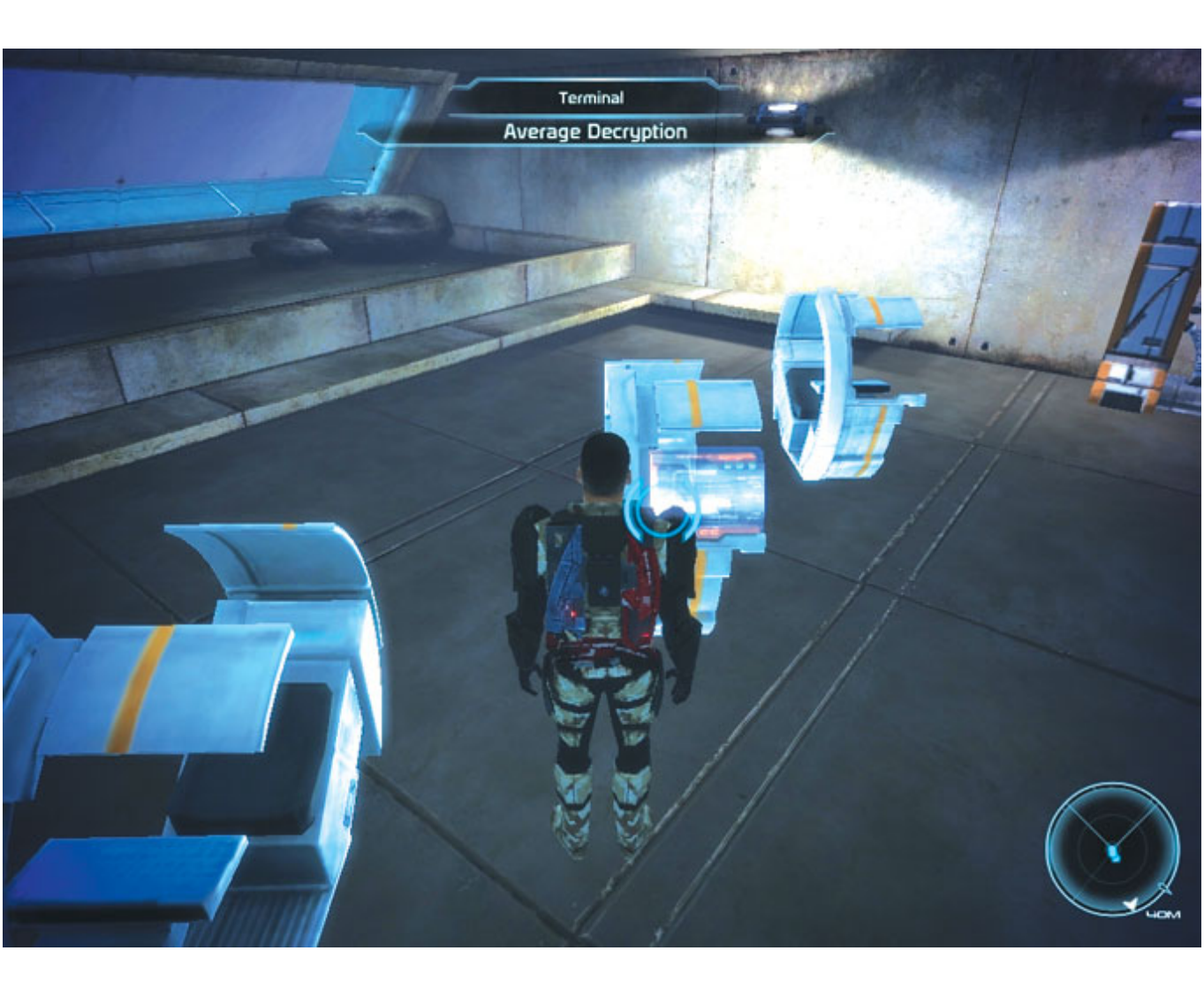
Special Notes: Electronics skill required

There's a **terminal** in the southwest corner of the upper floor of the mezzanine that you can hack if you have sufficient skill in Electronics. A successful override attempt allows you to view the following security log of an unauthorized transmission:

Not sure if you will receive this, Doctor, but it is imperative you make your way to the safe location. Your history with our organization has been leaked.

Your base in the Newton System is no longer secure. I repeat, make your way to the safe location immediately.

Overriding the terminal and viewing the message triggers **Noveria: Doctor At Risk** and its first task, *Find the Doctor.*



Override the terminal in the mezzanine to trigger the assignment.

Find the Doctor

When you arrive in the Newton System of the Kepler Verge cluster, you receive a transmission from Admiral Hackett of Alliance Command, who tells you that someone is killing former Alliance scientists.

Four have been killed so far, and all of them worked together on a secret project on Akuze, the planet where your entire unit was wiped out (if you have the Sole Survivor background).

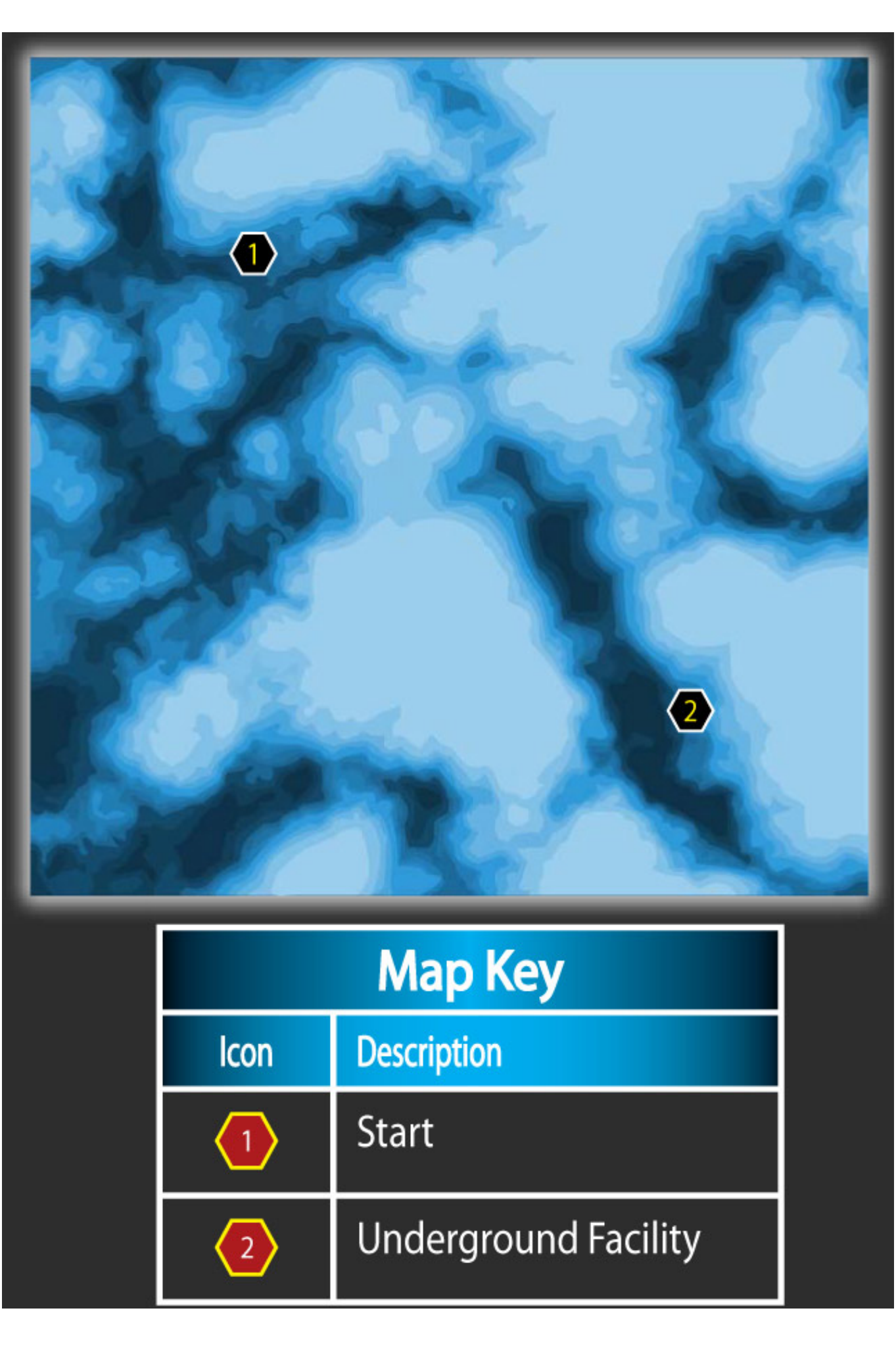
Only one scientist who worked on the project is still alive, and Hackett gives you his last known coordinates.

Note

If you do not have the sole survivor background, you have no personal connection to Akuze or the scientists who were there, and Admiral Hackett's message reflects this.

At this point, the name of the assignment changes to **UNC: Dead Scientists** , and its next task appears in your journal: *Find the Scientist.*

Find the Scientist

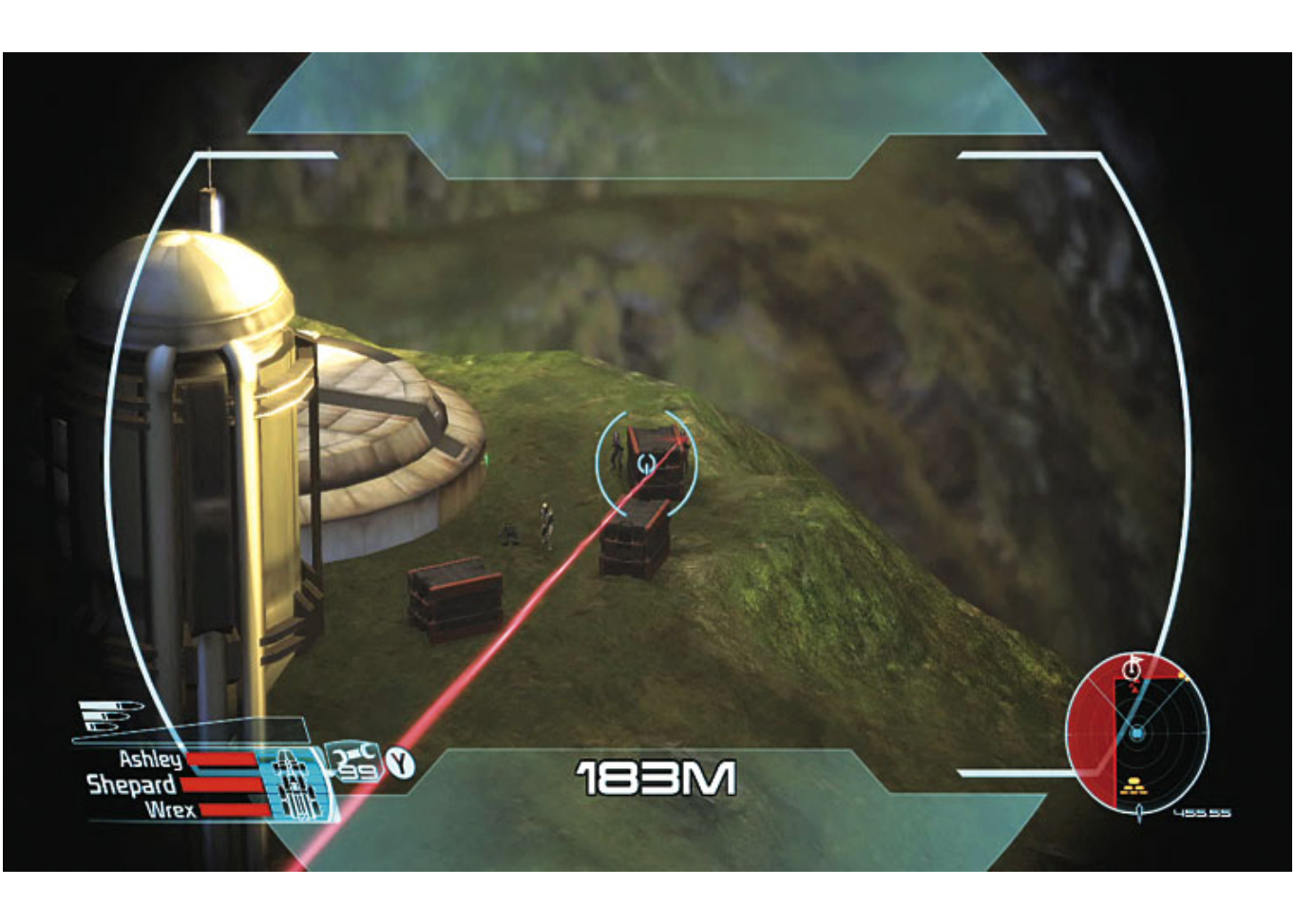


Ontarom

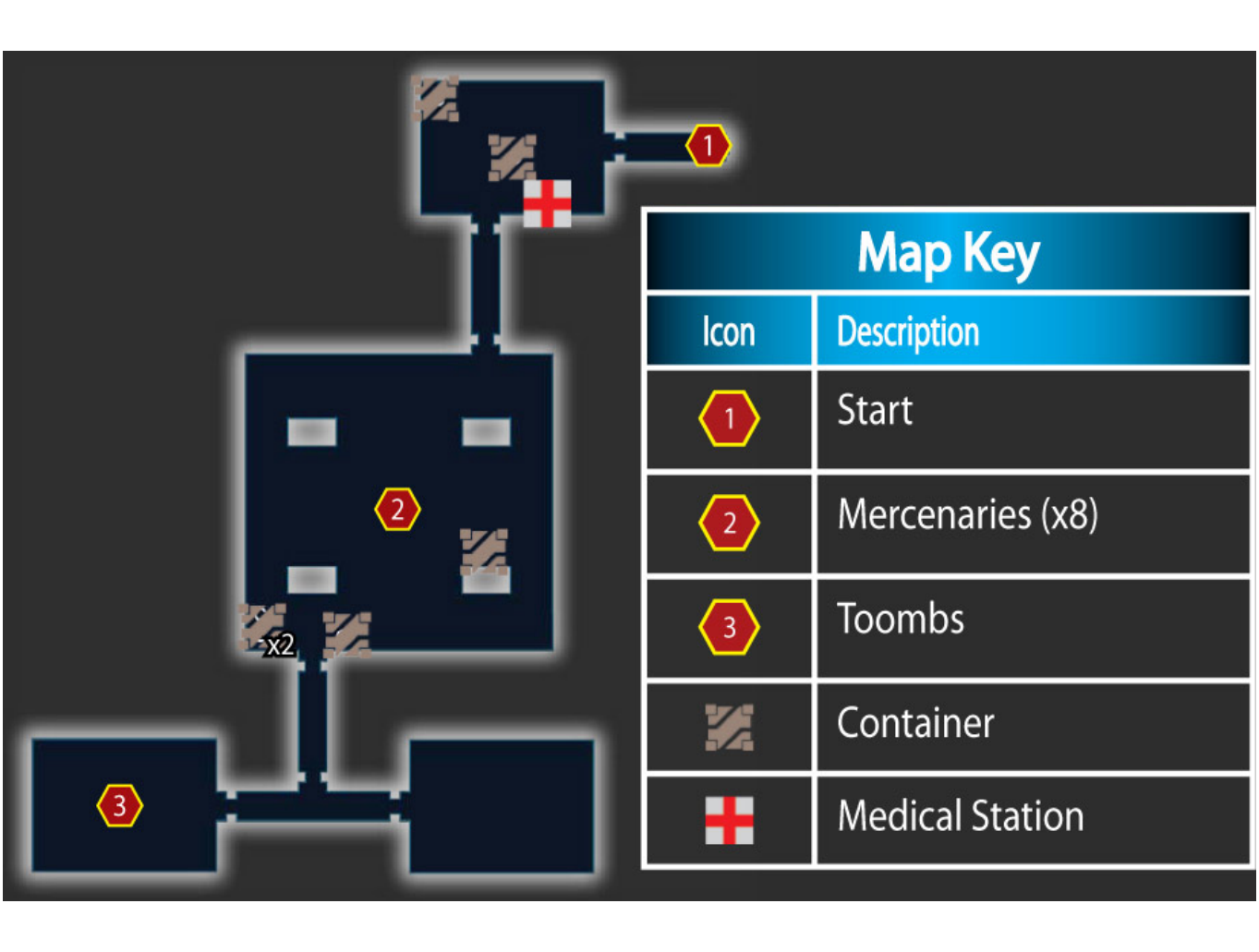
When you land on Ontarom, drive southeast along the valley that leads to the underground facility (2), but be careful: It is surrounded by mercenaries.

Before you get too close to it, you might want to detour to the debris just north of it (indicated on your in-game map) and pick off the guards from a distance with the Mako's rockets.

Use your radar to keep an eye on how many guards there are, and use their fire to visually confirm their locations.



The underground facility is surrounded by mercenaries. Attack them from a distance to pick them off.



Noveria: Ontarom Science Station

Once the mercenaries have been disposed of, drive up to the underground facility, get out of the Mako, and go through the facility's main entrance to reach the Ontarom Science Station.

The main room of the Science Station is guarded by eight more mercenaries. Weapon mods that inflict additional damage on organics and bypass shields are very useful in this fight.

Make good use of cover and squad tactics to eliminate all enemies in the main room. Be aware of the numerous explosive devices littered around the room—shoot them when enemies are near them, and avoid standing next to them during the firefight.

Mercenary
Ashley
Shepard
Wrex

The eight mercenaries in the main room of the Science Station put up quite a fight.

When the mercenaries have all been wiped out, proceed into the southwest room of the Science Station, where you'll find a soldier named Toombs (3) holding a gun at the head of the scientist you came to save.

If you have a Sole Survivor background, Toombs recognizes you from Akuze, and you're shocked to see that he didn't die there with the rest of your unit.

He reveals that the scientists he's been killing were conducting an experiment on Akuze. They led the thresher maws to the base to study what would happen when they attacked.

Toombs wasn't killed; he was recovered by the scientists, who proceeded to run a brutal battery of tests on him.

Note

If you do not have a Sole Survivor background, the scene plays out the same way, but there is no personal connection between you and Toombs.

Toombs is determined to get revenge for what the scientist did to him on Akuze.

If you have the Charm and Intimidate scores, a pair of persuasions appears in the dialogue wheel ("This isn't justice" and "Let me do it").

Your other, non-persuasion options include: "Let's make this public," "Think about this," "Go ahead," and "Do it." Here's what they do:

"Let's make this public" : Toombs says that the scientists were part of a secret organization called Cerberus, and will never allow their actions to be made public. This returns you to the same dialogue wheel you saw before, but "Let's make this public" is no longer an option.

"Go ahead," "Do it," and **"Think about this!"** : Toombs shoots the scientist and then himself.

"This isn't justice" : You tell Toombs that he's better than this. He argues, which brings up three additional dialogue options. All of them lead to Toombs lowering his weapon and agreeing to let the scientist live.

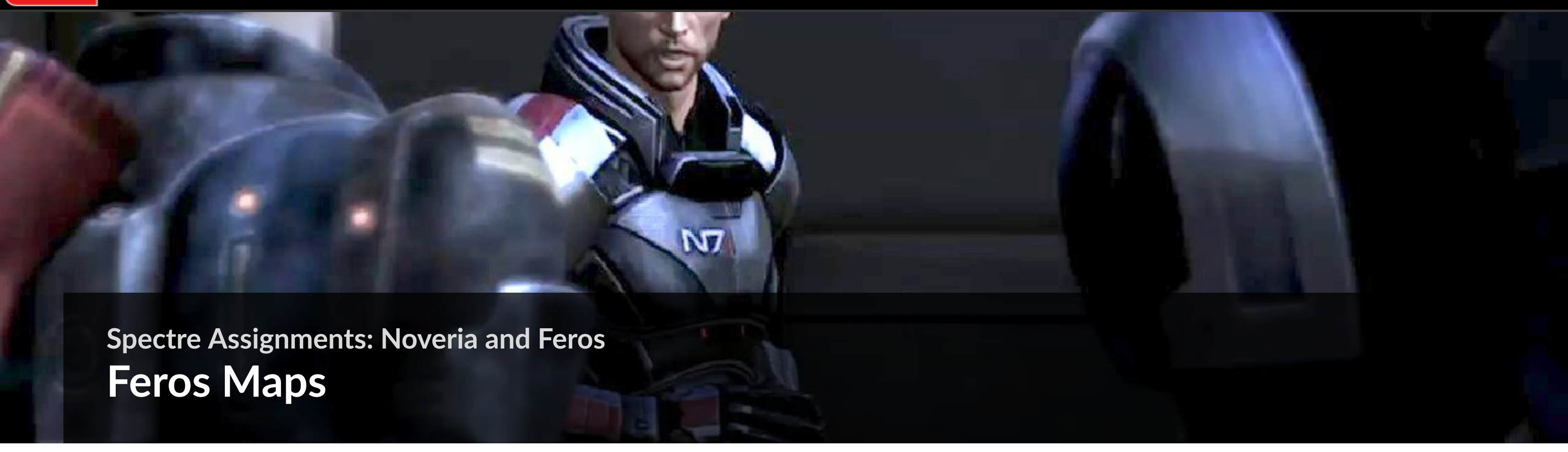
"Let me do it" : You tell Toombs that if he kills the scientist, he's a criminal. But as a Spectre, you can kill him with impunity.

Toombs demands the chance to kill the scientist himself. This brings up three more options, all of which lead to your killing the scientist and Toombs remaining alive.

Regardless of how you resolve the standoff, it completes the current task and returns you to the Mako with a new task, Report to Hackett.

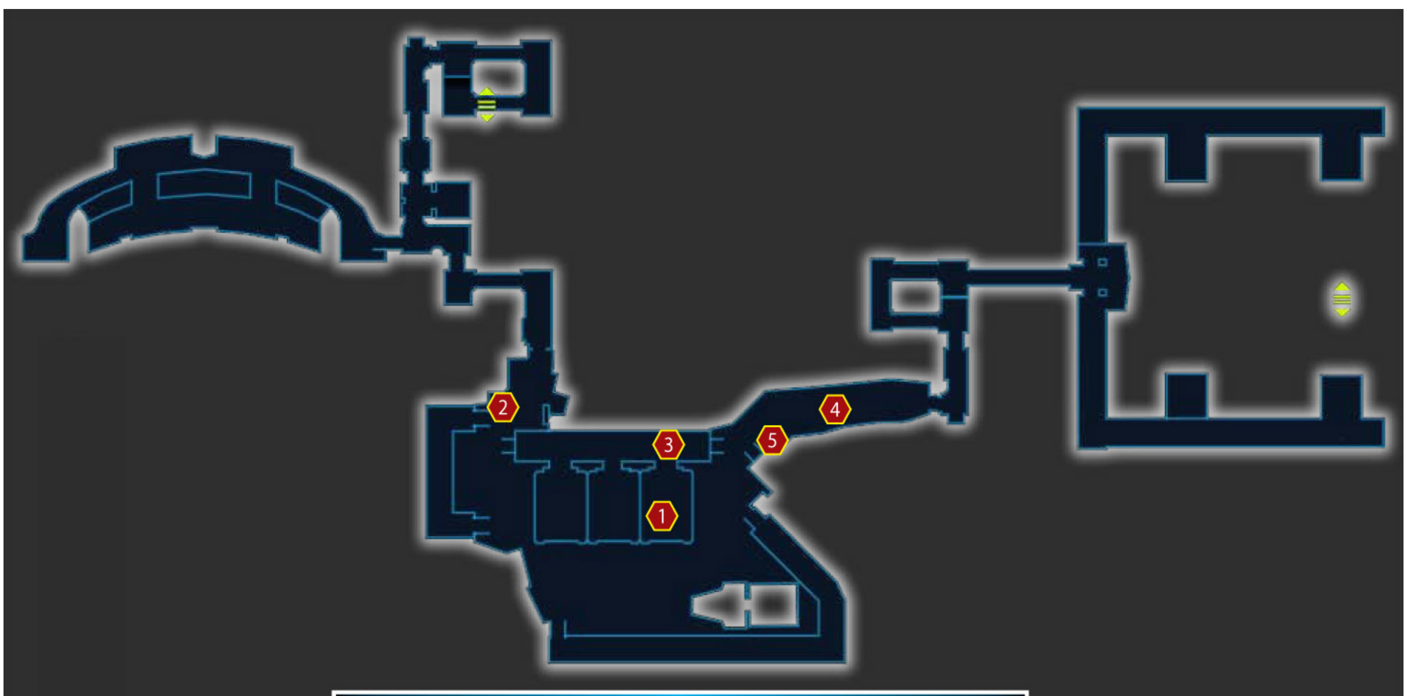
Report to Hackett

Get back into the Mako and return to the Normandy. Access the Galaxy Map to automatically report back to Admiral Hackett and complete the assignment.



Feros Maps

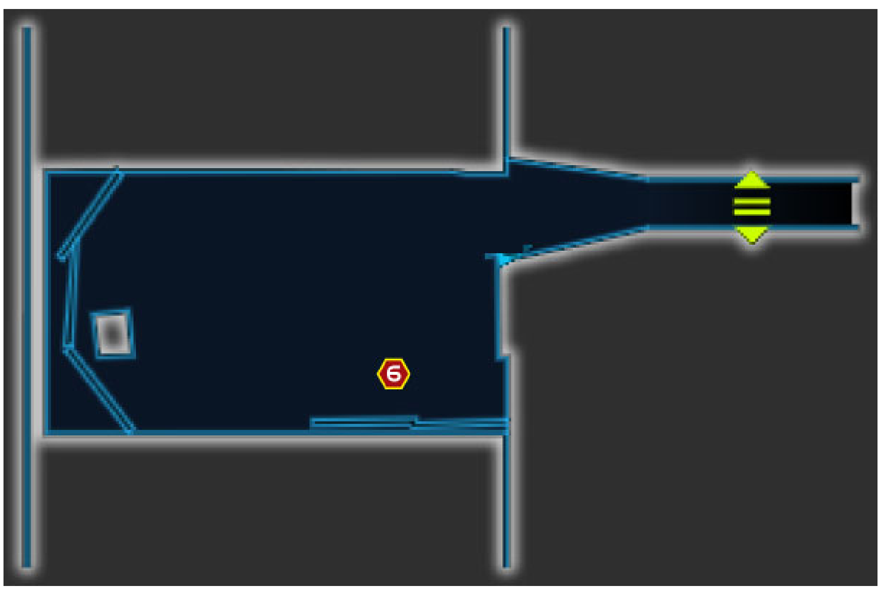
Feros: Zhu's Hope



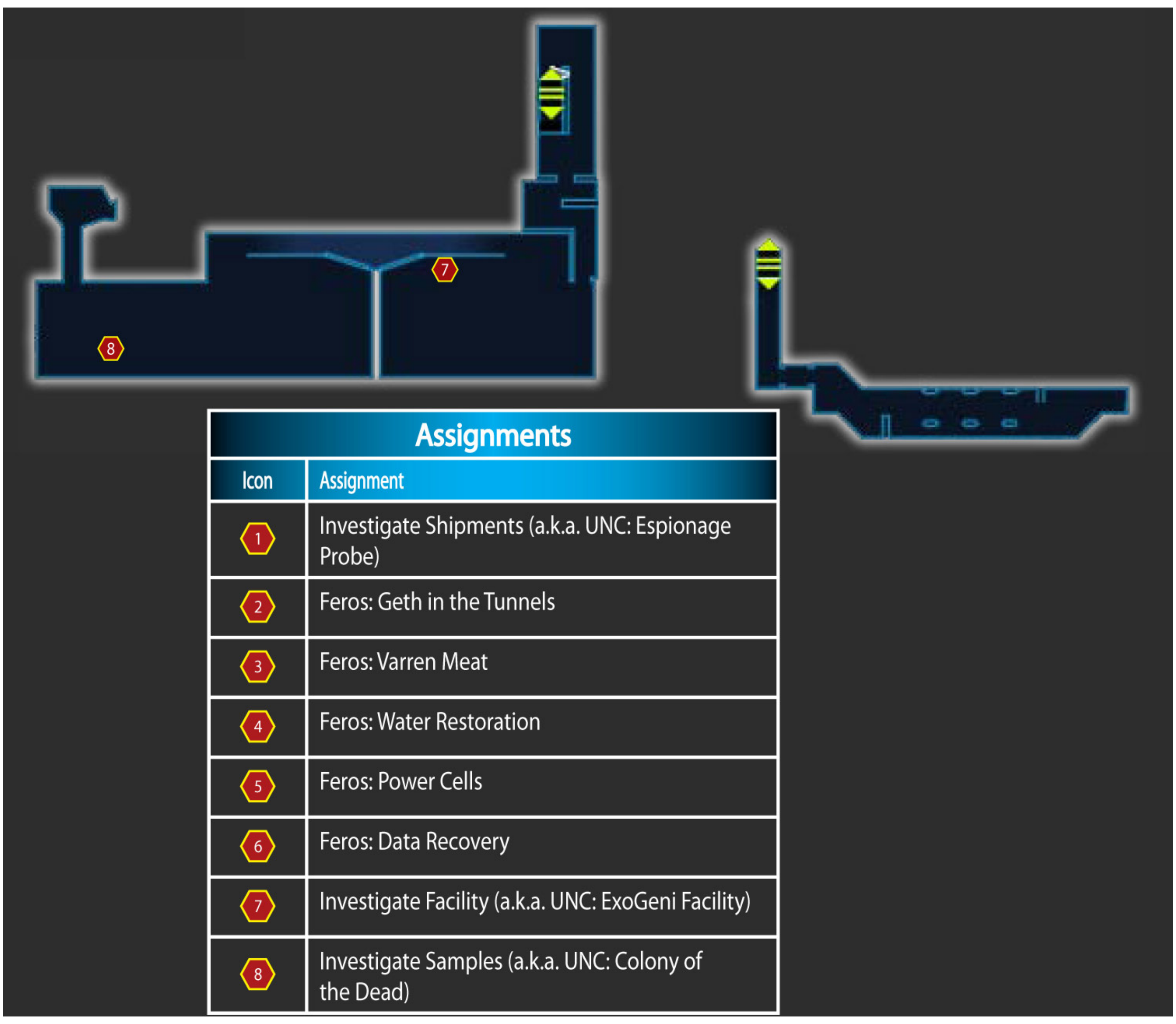
Assignments

Icon	Assignment
1	Investigate Shipments (a.k.a. UNC: Espionage Probe)
2	Feros: Geth in the Tunnels
3	Feros: Varren Meat
4	Feros: Water Restoration
5	Feros: Power Cells
6	Feros: Data Recovery
7	Investigate Facility (a.k.a. UNC: ExoGeni Facility)
8	Investigate Samples (a.k.a. UNC: Colony of the Dead)

Feros: Refugee Camp



Feros: ExoGeni Upper Level

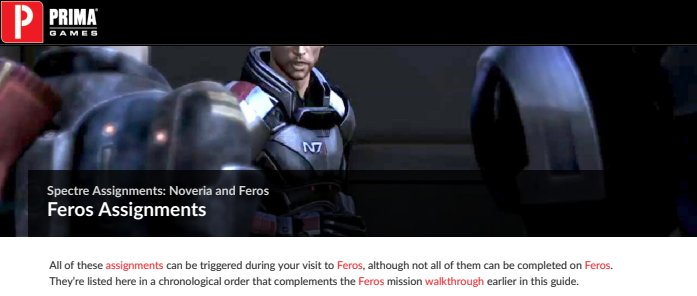


Assignments

Icon	Assignment
1	Investigate Shipments (a.k.a. UNC: Espionage Probe)
2	Feros: Geth in the Tunnels
3	Feros: Varren Meat
4	Feros: Water Restoration
5	Feros: Power Cells
6	Feros: Data Recovery
7	Investigate Facility (a.k.a. UNC: ExoGeni Facility)
8	Investigate Samples (a.k.a. UNC: Colony of the Dead)

Note

A complete list of maps for the Feros portion of the main plot appears in the Feros section of the mission walkthrough of this guide.



Spectre Assignments: Noveria and Feros

Feros Assignments

All of these assignments can be triggered during your visit to Feros, although not all of them can be completed on Feros. They're listed here in a chronological order that complements the Feros mission walkthrough earlier in this guide.

Note

There is one additional assignment that can be triggered on Feros that is not covered in this section, because it can also be triggered elsewhere:

UNC: GETH INCURSIONS (triggered as GETH ACTIVITIES): Decrypt the geth terminal in the ExoGeni facility near the geth ship's anchor claw to find out that the geth are massing in the Armstrong Nebula for a major offensive in Citadel space.

This console cannot be decrypted if you've already completed UNC: Geth Incursions. For more information on UNC: Geth Incursions, see the UNC: GETH INCURSIONS walkthrough in the next section of this guide.

Tip

Four of these assignments take place in the tunnels and collapsed bridge portions of the Zhu's Hope colony. If you're planning on completing all four assignments, we recommend that you first clear out the tunnels by completing FEROS: WATER RESTORATION.

Next, move on to FEROS: VARREN MEAT and FEROS: POWER CELLS in the collapsed bridge area. Finally, tackle FEROS: GETH IN THE TUNNELS.

1) Investigate Shipments (a.k.a. UNC: Espionage Probe)

How to Get It: Override the terminal in the downed freighter in Zhu's Hope

When It Is Available: As soon as you arrive on Feros; cannot be triggered after you go to Ilos

Where It Takes Place: Agebinium, Amazon System, Voyager cluster

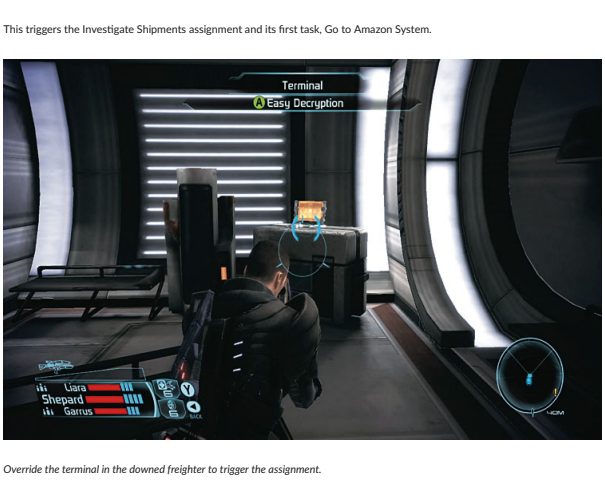
Special Notes: Electronics skill required

There is a terminal in the downed freighter in the middle of the Zhu's Hope colony that you can override if you or one of your squad mates has a high enough Electronics skill. Successfully overriding the terminal gives you the following message:

CARGO LOGS: While decrypting these logs, you found something suspicious. Several months' worth of human rations were delivered to an uncharted world in the Voyager cluster.

The logs aren't clear, but it appears they maybe have been dropped off somewhere in the Amazon System.

This triggers the Investigate Shipments assignment and its first task, Go to Amazon System.



Override the terminal in the downed freighter to trigger the assignment.

Go to Amazon System

When you return to the Normandy, set a course for the Amazon System in the Voyager cluster.

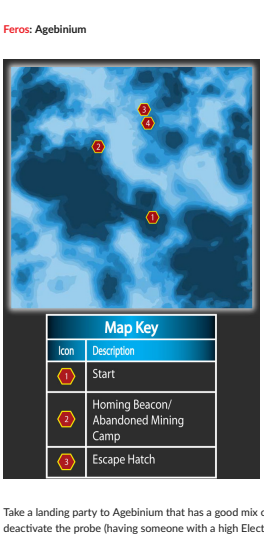
Your arrival in the system triggers a transmission from Admiral Hackett, who says that an espionage probe that was fired into turian space during the First Contact War decades ago just sent a "mission complete" broadcast.

The probe has a 20-kiloton nuclear self-detonation device that will be triggered if anyone finds and tampers with the probe. You might not be trained for explosive ordnance disposal, but you're the best choice to handle this quickly and discretely.

This changes the assignment name to UNC: Espionage Probe and brings up the next task, Find the Probe.

Find the Probe

Feros: **Agebinium**



Map Key

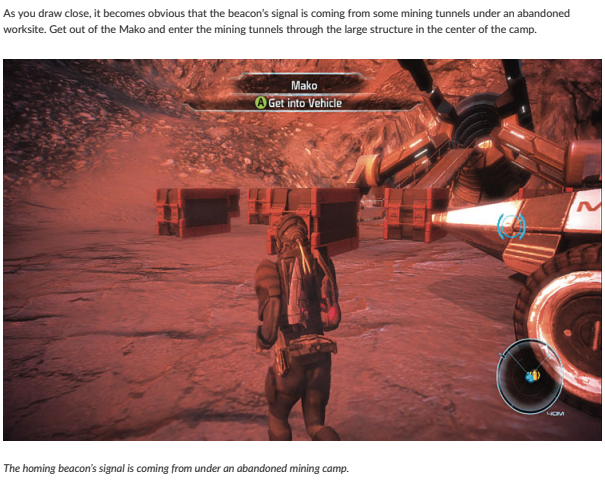
Icon	Description
1	Start
2	Homing Beacon/ Abandoned Mining Camp
3	Escape Hatch

Take a landing party to Agebinium that has a good mix of combat power and technical skill. Not only will you have to deactivate the probe (having someone with a high Electronics skill won't hurt), you'll also need some firepower.

Your enemies will all be organics, so pick shield-penetrating weapon mods and mods that inflict additional damage against organics.

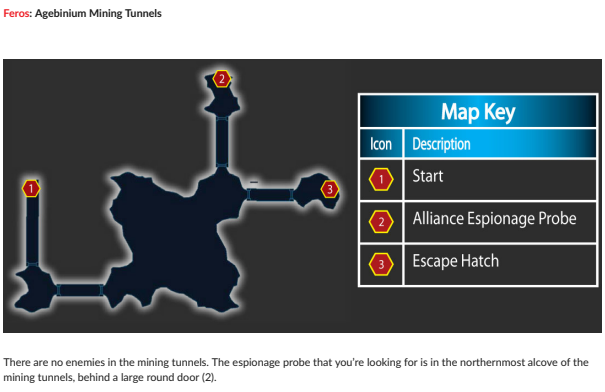
When you arrive on the surface, travel northwest toward the espionage probe's homing beacon (2), as indicated on your in-game map.

As you draw close, it becomes obvious that the beacon's signal is coming from some mining tunnels under an abandoned worksite. Get out of the Mako and enter the mining tunnels through the large structure in the center of the camp.



The homing beacon's signal is coming from under an abandoned mining camp.

Feros: **Agebinium Mining Tunnels**



Map Key

Icon	Description
1	Start
2	Alliance Espionage Probe
3	Escape Hatch

There are no enemies in the mining tunnels. The espionage probe that you're looking for is in the northernmost alcove of the mining tunnels, behind a large round door (2).

Tip

If you're near your 150-item limit, now would be a great time to convert unwanted items to Omni-Gel; you'll see why in a moment. You should also save your game before entering the alcove where the probe is located.

As soon as you enter the alcove, something explodes behind you. The main cavern caves in, preventing you from leaving the way you came in.

A ghostly hologram of a man named Elanos Haliat appears before you. He's the leader of the Terminus clan, and he led his band of pirates and cutthroats in the blitzkrieg on Elysium.

It was to be his crowning achievement, but he was ruined when the human colony fended off the attack. He aims to restore his reputation by eliminating the first human Spectre.

Note

If you have the War Hero background, Haliat's desire to kill you is a bit more personal, since you personally fended off his attack on Elysium, ruining his reputation and dethroning him as the head of the band of raiders.

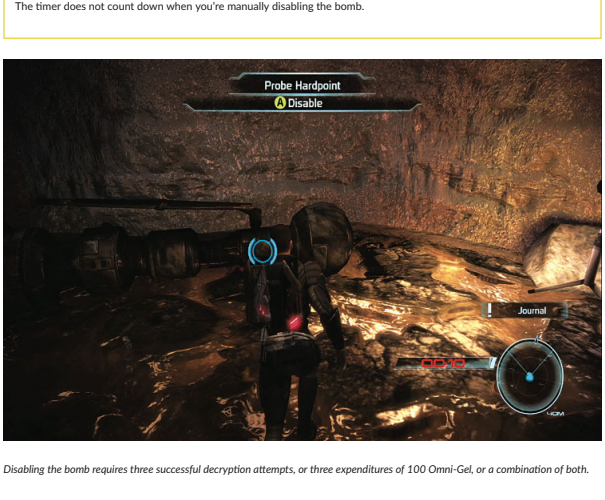
As soon as Haliat finishes taunting you, the counter on the espionage probe's bomb starts ticking down. You have 10 seconds to disable it.

To disable the bomb's hardpoint, you must make three consecutive successful decryption attempts, or use 100 Omni-Gel three times (300 Omni-Gel total) to do it.

Disabling the probe completes the current task and brings up the next one, Escape.

Note

The timer does not count down when you're manually disabling the bomb.

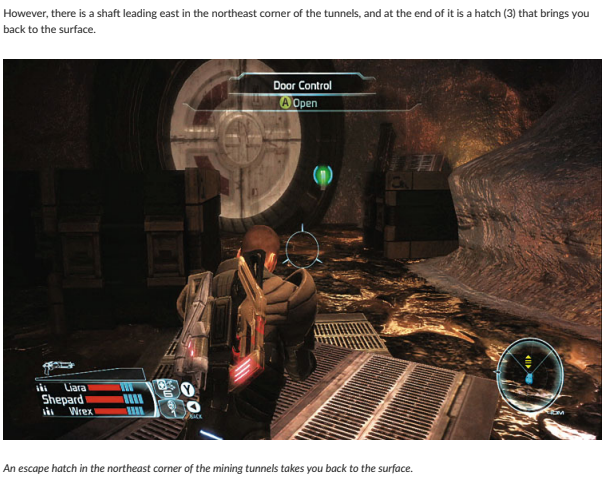


Disabling the bomb requires three successful decryption attempts, or three expenditures of 100 Omni-Gel, or a combination of both.

Escape

You can't leave the mining tunnels the same way you entered them because the blast that trapped you sealed off most of the tunnels' main chamber.

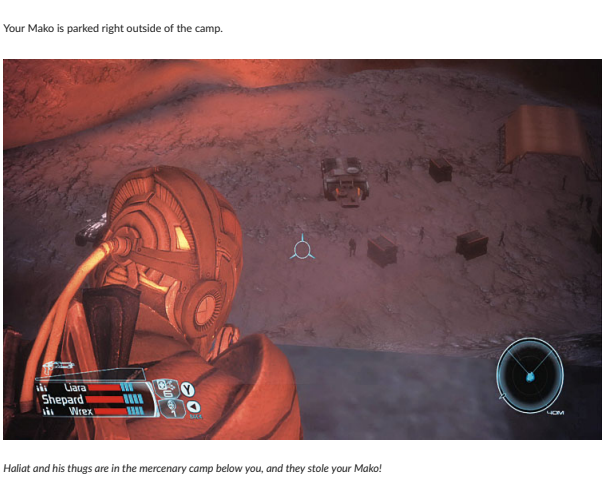
However, there is a shaft leading east in the northeast corner of the tunnels, and at the end of it is a hatch (3) that brings you back to the surface.



An escape hatch in the northeast corner of the mining tunnels takes you back to the surface.

The escape hatch puts you back on the surface of Agebinium on a ridge overlooking a mercenary camp guarded by seven mercenaries and pirates of various races, and one of them is Haliat.

Your Mako is parked right outside of the camp.



Haliat and his thugs are in the mercenary camp below you, and they stole your Mako!

Two general strategies work well for taking out Haliat and the mercenaries. The first is to remain on the ridge and pick off your enemies with sniper rifles.

Unfortunately, there's not much cover on the hillside, but you can back up out of sight of the camp if you start taking too much damage.

Be careful, though, because the mercenaries have sniper rifles of their own, and they're crack shots.

95M
Liara
Shepard
Wrex

Sniping the mercenaries from range is one way to take them out.

The second strategy is to creep down the hillside, staying out of sight as much as possible, and then make a break for the Mako.

Then unleash all sorts of mechanized havoc on them from within the safety of your Mako's armored hull.

Pirate
Liara
Shepard
Wrex

If you can reach the Mako, the mercenaries are completely outmatched.

Regardless of how you do it, wiping out all seven enemies completes the current task and the assignment.

2) Feros: Geth in the Tunnels

How to Get It: Speak to Fai Dan

When It Is Available: Upon arrival to Feros and after killing the Thorian, as long as the colonist completing the mission was saved in the assault on Zhu's Hope

Where It Takes Place: Zhu's Hope Tunnels Special

Special Notes: None

Note

This assignment is triggered in the same general area as FEROS: WATER RESTORATION, FEROS: POWER CELLS, and FEROS: VARREN MEAT.

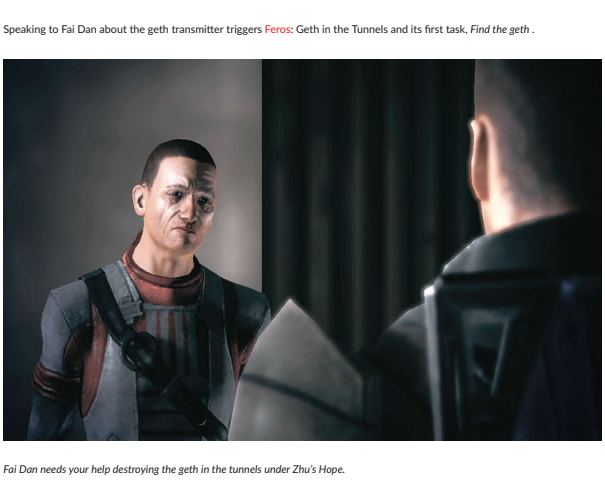
The four assignments are also resolved in the same part of Feros (the tunnels and collapsed bridge sections), so it makes sense to trigger all four at once and resolve them at the same time.

After you speak to Fai Dan for the first time and clear out the geth invaders in the tower in the center of the Zhu's Hope colony, return to Fai Dan and engage him in conversation.

Choose "Information," then "Operational," and then "geth in tunnels" from the dialogue wheel to find out that there are still geth in the tunnels under Zhu's Hope.

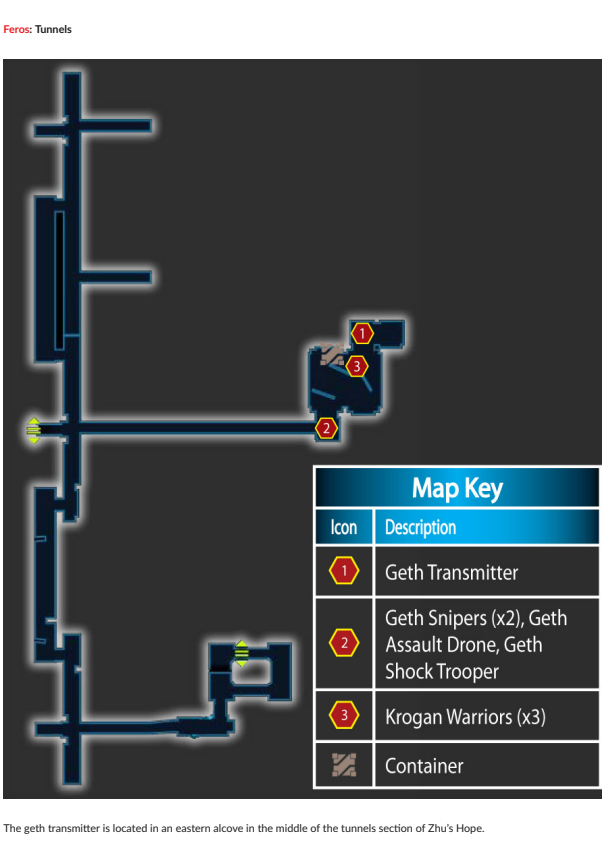
Finding and destroying the transmitter that they're operating down there will increase the colonists' chances for survival and earn you valuable Paragon/Renegade points along the way.

Speaking to Fai Dan about the geth transmitter triggers Feros: Geth in the Tunnels and its first task, *Find the geth* .



Fai Dan needs your help destroying the geth in the tunnels under Zhu's Hope.

Feros: **Tunnels**



Map Key

Icon	Description
1	Geth Transmitter
2	Geth Snipers (x2), Geth Assault Drone, Geth Shock Trooper
3	Krogan Warriors (x3)
▨	Container

The geth transmitter is located in an eastern alcove in the middle of the tunnels section of Zhu's Hope.

It's not hard to find, but unfortunately, getting to it is another story altogether. This strategically vital piece of equipment is heavily guarded by the geth.

As soon as you open the door to the alcove, two geth snipers (2) train their weapons on you, so be ready to back up quickly and dodge their fire while returning some of your own.

Also, a geth shock trooper and geth assault drone are right below the snipers.

Tip

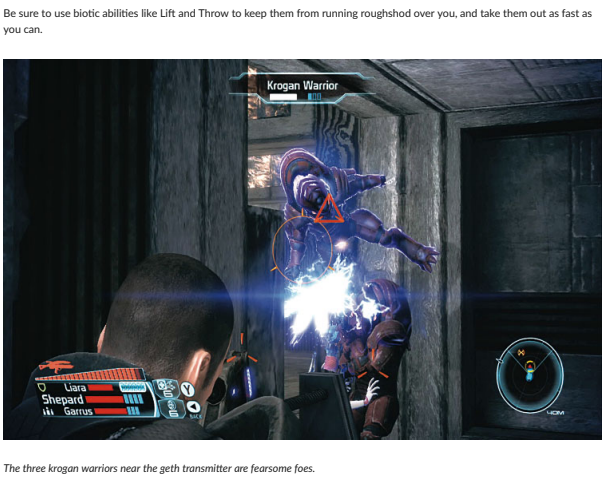
If the fight turns ugly in a hurry, back up until the alcove door closes to buy yourself some time to heal and recharge your shields.

Geth Sniper
Liara
Shepard
Garrus

Watch out for the pair of geth snipers in the entryway.

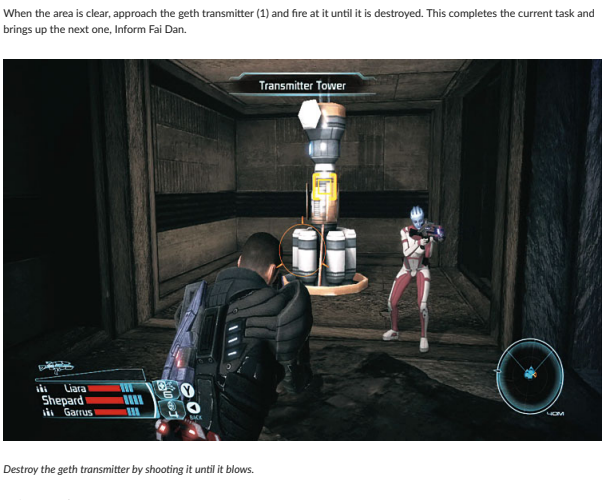
The real danger, though, are the three krogan warriors (3) guarding the geth transmitter. Krogan are tough adversaries under practically any conditions, but the tight confines of the alcove give them the advantage if they're able to rush you.

Be sure to use biotic abilities like Lift and Throw to keep them from running roughshod over you, and take them out as fast as you can.



The three krogan warriors near the geth transmitter are fearsome foes.

When the area is clear, approach the geth transmitter (1) and fire at it until it is destroyed. This completes the current task and brings up the next one, Inform Fai Dan.



Destroy the geth transmitter by shooting it until it blows.

Inform Fai Dan

With the geth transmitter a smoking heap of twisted metal, return to the Zhu's Hope colony and find Fai Dan in his usual spot.

Speak to him and tell him that the geth transmitter has been destroyed to complete the assignment.

3) Feros: Varren Meat

How to Get It: Speak to Davin Reynolds

When It Is Available: Upon arrival to Feros and after killing the Thorian, as long as the colonist completing the mission was saved in the assault on Zhu's Hope

Where It Takes Place: Zhu's Hope Tunnels Special

Special Notes: None

Note

This assignment is triggered in the same general area as FEROS: WATER RESTORATION, FEROS: POWER CELLS, and FEROS: GETH IN THE TUNNELS.

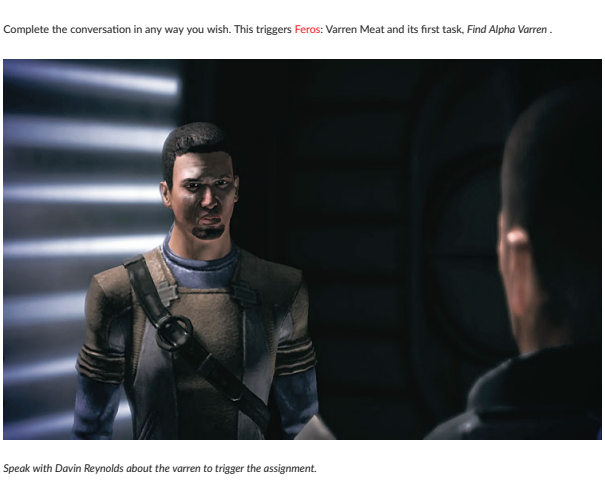
The four assignments are also resolved in the same part of Feros (the tunnels and collapsed bridge sections), so it makes sense to trigger all four at once and resolve them at the same time.

After earning the trust of the colony by repelling the geth invasion of the tower, speak to Davin Reynolds in the downed freighter in the center of Zhu's Hope.

He thanks you for your help, but he's afraid that if the geth don't get them, he and the other colonists will die of hunger soon enough.

Reynolds needs to boost the rations by hunting varren in the tunnels under Zhu's Hope, but it's too dangerous to do so because the alpha varren is too large and angry for the colonists to bring it down. They can't do anything until the alpha varren is dead.

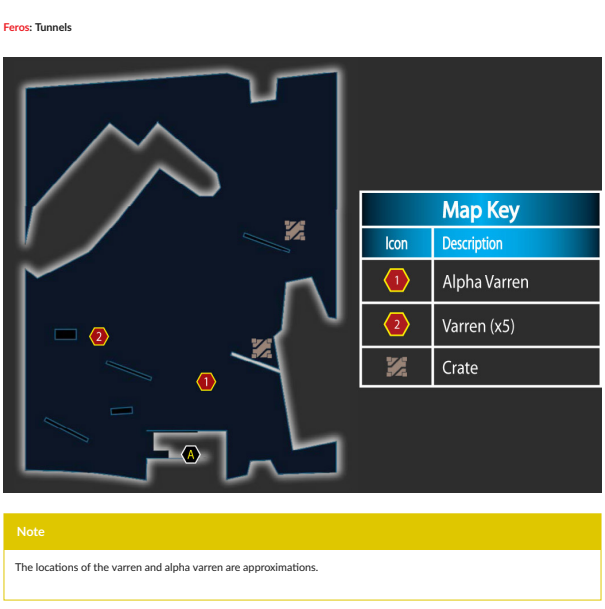
Complete the conversation in any way you wish. This triggers Feros: Varren Meat and its first task, *Find Alpha Varren* .



Speak with Davin Reynolds about the varren to trigger the assignment.

Find Alpha Varren

Feros: **Tunnels**



Map Key

Icon	Description
1	Alpha Varren
2	Varren (x5)
▨	Crate

Note

The locations of the varren and alpha varren are approximations.

The alpha varren and other varren are in the collapsed bridge section of Zhu's Hope, which is accessible via a large door in the middle of the western side of the tunnels.

As soon as you enter the area, the varren rush you. Fortunately, except for the alpha varren, they're not very tough and don't even have shields.

The alpha varren is a formidable threat, though, so don't underestimate it. It can easily take out any member of your squad with a single attack.

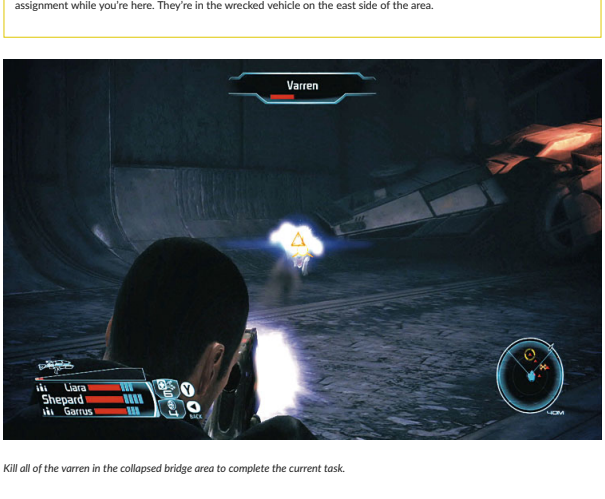
If you can incapacitate it with biotic attacks, do so. Focus on killing the alpha varren to the exclusion of everything else. This completes the current task and brings up the next one, *Inform Davin Reynolds* .

Tip

Remember that you can always fall back to the tunnels if the fight isn't going your way.

Note

If you triggered the FEROS: POWER CELLS assignment, you can pick up the power cells that you need to complete that assignment while you're here. They're in the wrecked vehicle on the east side of the area.



Kill all of the varren in the collapsed bridge area to complete the current task.

Inform Davin Reynolds

With the alpha varren dead, return to Zhu's Hope and find Davin Reynolds in the wrecked freighter, right where you left him.

Speak to him to tell him that the alpha varren is dead. This completes the assignment and earns you valuable Paragon/Renegade points.

4) Feros: Water Restoration

How to Get It: Speak to Macha Doyle

When It Is Available: Upon arrival to Feros and after killing the Thorian, as long as the colonist completing the mission was saved in the assault on Zhu's Hope

Where It Takes Place: Zhu's Hope Tunnels

Special Notes: None

Note

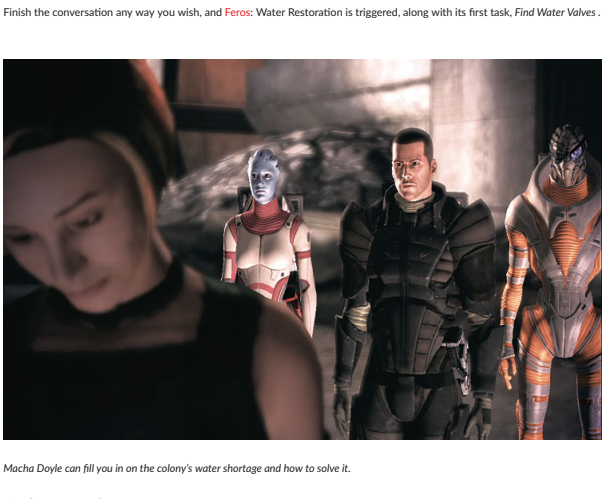
This assignment is triggered in the same general area as FEROS: GETH IN THE TUNNELS, FEROS: POWER CELLS, and FEROS: VARREN MEAT.

The four assignments are also resolved in the same part of Feros (the tunnels and collapsed bridge sections), so it makes sense to trigger all four at once and resolve them at the same time.

After repelling the geth invasion in the tower at the heart of Zhu's Hope, speak to Macha Doyle near the colony entrance.

When she mentions the colony's water shortage, ask "What's wrong?" She tells you that you need to find the water mains and turn them back on.

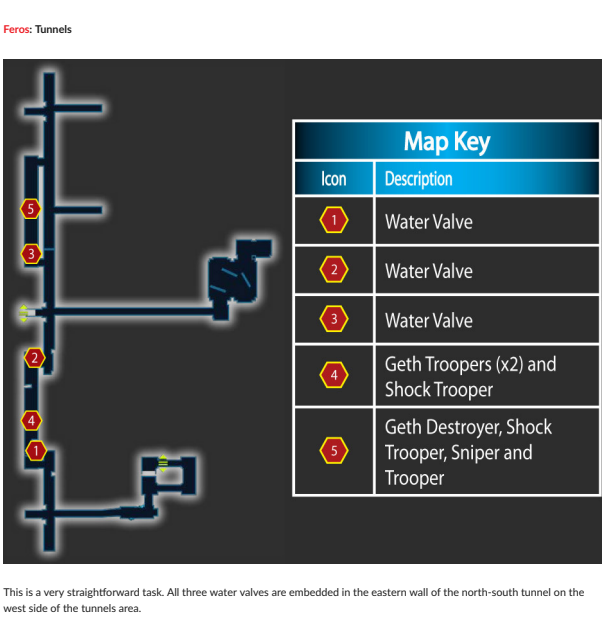
Finish the conversation any way you wish, and Feros: Water Restoration is triggered, along with its first task, *Find Water Valves* .



Macha Doyle can fill you in on the colony's water shortage and how to solve it.

Find Water Valves

Feros: **Tunnels**



Map Key

Icon	Description
1	Water Valve
2	Water Valve
3	Water Valve
4	Geth Troopers (x2) and Shock Trooper
5	Geth Destroyer, Shock Trooper, Sniper and Trooper

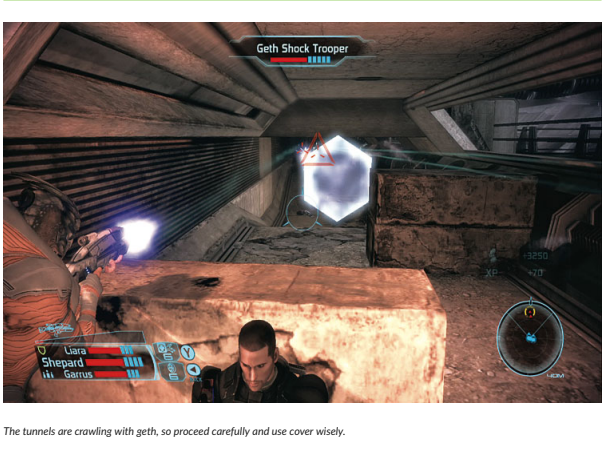
This is a very straightforward task. All three water valves are embedded in the eastern wall of the north-south tunnel on the west side of the tunnels area.

Your general strategy should be to advance carefully along this tunnel, since plenty of geth are lying in ambush for you.

Fortunately, there's also a lot of cover, and as long as you're not rushing recklessly through the tunnel, you shouldn't get overwhelmed.

Tip

If any of your squad mates are downed during a battle, be sure to wait for them to completely heal after the fight before continuing to the next water valve.



The tunnels are crawling with geth, so proceed carefully and use cover wisely.

When you come to the first water valve, make sure the area is secure, then target it and press [A] to open it. This updates your journal with the next task, *Find More Valves*). One down, two to go!

Water Valve
Open Valve
Liara
Shepard
Garrus

Open all three water valves to restore running water to the colony.

Find More Valves

The locations of all three water valves are marked on the preceding map, as are the locations of two squads of geth through which you have to fight to reach all three water valves.

The second group of geth is much tougher than the first, but neither should be an insurmountable obstacle to your completing the task at hand.

When all three water valves are open, the next objective appears in your journal: *Inform Macha Doyle* .

Inform Macha Doyle

Once you've opened all three water valves, return to Zhu's Hope and speak with Macha Doyle again; she hasn't moved since you last spoke with her. This completes the assignment.

5) Feros: Power Cells

How to Get It: Speak to May O'Connell

When It Is Available: Upon arrival to Feros and after killing the Thorian, as long as the colonist completing the mission was saved in the assault on Zhu's Hope

Where It Takes Place: Zhu's Hope Tunnels

Special Notes: None

Note

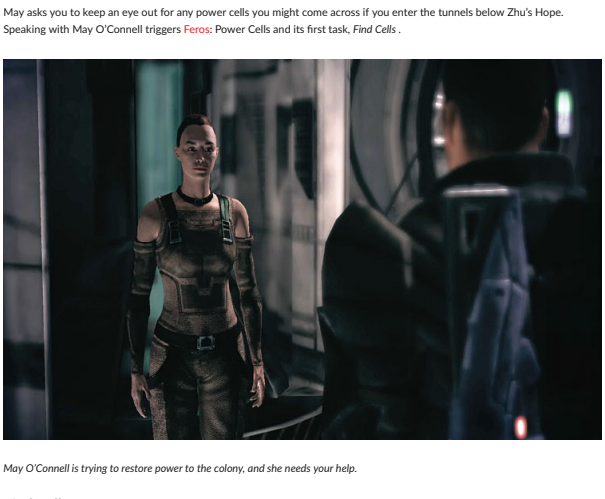
This assignment is triggered in the same general area as Feros: Water Restoration, FEROS: GETH IN THE TUNNELS, and FEROS: VARREN MEAT.

The four assignments are also resolved in the same part of Feros (the tunnels and collapsed bridge sections), so it makes sense to trigger all four at once and resolve them at the same time.

After repelling the geth advance in the tower at the center of Zhu's Hope, speak to May O'Connell about the colony's energy crisis.

She needs power cells for their generator, and the *Normandy* 's are incompatible with her older machinery.

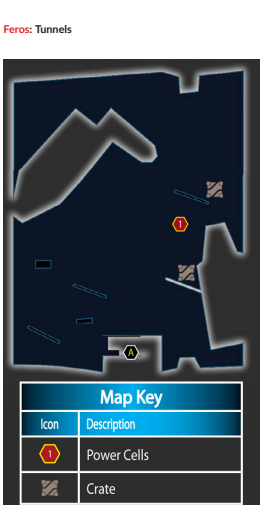
May asks you to keep an eye out for any power cells you might come across if you enter the tunnels below Zhu's Hope. Speaking with May O'Connell triggers Feros: Power Cells and its first task, *Find Cells* .



May O'Connell is trying to restore power to the colony, and she needs your help.

Find Cells

Feros: **Tunnels**



Map Key

Icon	Description
1	Power Cells
▨	Crate

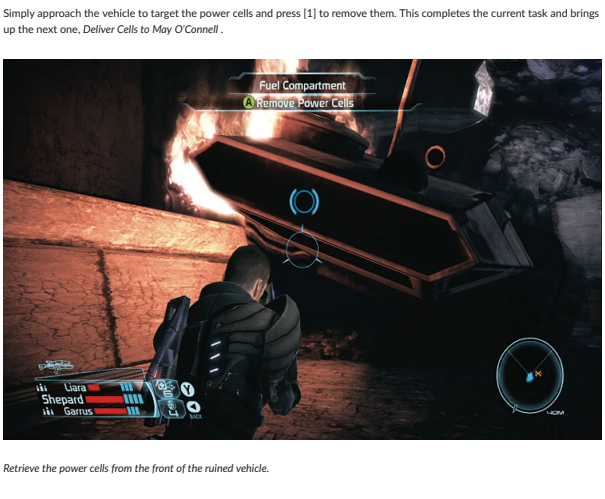
Note

The collapsed bridge area is where the power cells can be found. It's also crawling with varren, which you have to kill before you can get to the power cells.

You should trigger FEROS: VARREN MEAT before heading down to the collapsed bridge, since you're going to have to clear out the varren anyway.

The power cells that May is looking for are in the front end of a wrecked vehicle on the east side of the collapsed bridge area.

Simply approach the vehicle to target the power cells and press [1] to remove them. This completes the current task and brings up the next one, *Deliver Cells to May O'Connell* .



Retrieve the power cells from the front of the ruined vehicle.

Deliver Cells to May O'Connell

Return to Zhu's Hope and find May O'Connell where you last saw her. Speak to her to tell her that you found the power cells she needs to complete the assignment.

6) Feros: Data Recovery

How to Get It : Speak to Gavin Hossle in the refugee camp

When It Is Available: After clearing the Exogeni HQ, and after killing the Thorian

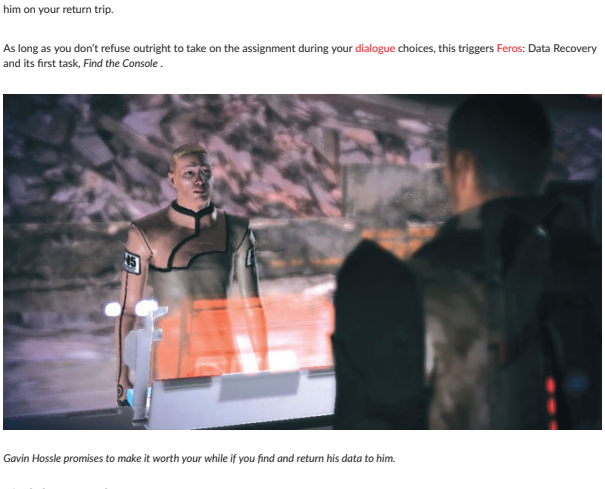
Where It Takes Place: Feros

Special Notes: None

When you arrive at the refugee camp, speak to Gavin Hossle, who needs you to retrieve some data from the ExoGeni facility that you're heading toward.

He asks you to find his console at ExoGeni headquarters, copy the data to an optical storage disc (OSD) and bring it back to him on your return trip.

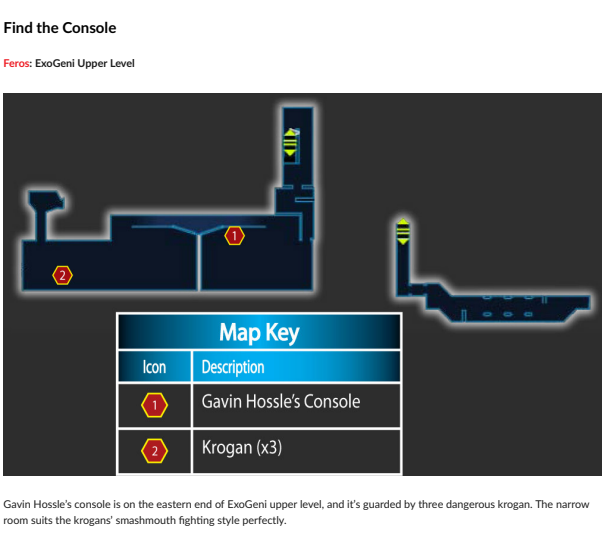
As long as you don't refuse outright to take on the assignment during your dialogue choices, this triggers Feros: Data Recovery and its first task, *Find the Console* .



Gavin Hossle promises to make it worth your while if you find and return his data to him.

Find the Console

Feros: **ExoGeni Upper Level**



Map Key

Icon	Description
1	Gavin Hossle's Console
2	Krogan (x3)

Gavin Hossle's console is on the eastern end of ExoGeni upper level, and it's guarded by three dangerous krogan. The narrow room suits the krogans' smashmouth fighting style perfectly.

Make every attempt to incapacitate and immobilize the krogan with biotic abilities to keep from being overwhelmed by their charging attacks.

Once the area is clear, approach Gavin Hossle's console and download his data; no override is necessary. This completes the current task and brings up your next one, *Deliver OSD to Hossle* .

Exogeni Terminal
Average Decryption
Quick Slots
Liara
Shepard
Garrus

Gavin Hossle's console is located on the east side of ExoGeni upper level.

Deliver OSD to Hossle

On your way back to Zhu's Hope after destroying the geth ship, take a detour to the Refugee Camp and return to speak with Gavin Hossle. Tell him "I found your data" to complete the assignment.

Note

If you forget to return to Gavin in the refugee camp on your way back to Zhu's Hope, you can find him in Zhu's Hope after killing the Thorian and give him the data there to complete the assignment.

7) Investigate Facility (a.k.a. UNC: ExoGeni Facility)

How to Get It: Override an ExoGeni terminal on ExoGeni upper level

When It Is Available: As soon as you arrive at ExoGeni; cannot be triggered after going to Ilos

Where It Takes Place: Nodacrux, Vostok System, Maroon Sea cluster

Special Notes: Achieve Electronics skill

There is an ExoGeni terminal located on the western half of ExoGeni upper level, which you encounter just after seeing the claw of the geth ship for the first time.

It's guarded by three geth enemies (a shock trooper, trooper, and sniper), but you shouldn't have much trouble taking them out if you've made it this far.

Override the terminal to trigger Investigate Facility (and its first task, which shares the same name) and receive the following message:

CONFIDENTIAL: The test samples were due to arrive three days ago, but we haven't heard anything from the colony or the cargo vessel.

We suspect the samples became volatile and recommend cutting off all further contact with the Nodacrux colony. Even if the colony is discovered, no one should be able to trace the events there back to us.

Gavin Hossle's Console
Download Data
Quick Slots
Liara
Shepard
Garrus

Override the ExoGeni terminal in ExoGeni upper level to retrieve a message and trigger the assignment.

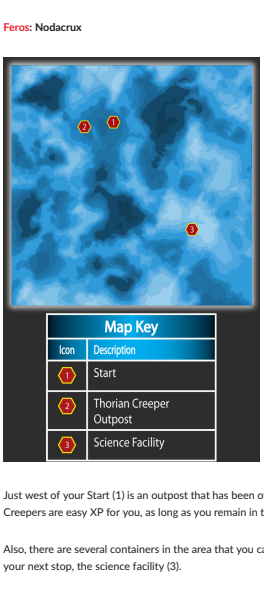
Investigate Facility

When you return to the *Normandy* , set a course for the Vostok System in the Maroon Sea cluster. When you arrive in the system, choose to land on Nodacrux.

Joker tells you that there is an active distress beacon on the planet—no message, just a locator signal. At this point, the assignment name changes to UNC: ExoGeni Facility, and its next task appears: *Explore Colony* .

Explore Colony

Feros: **Nodacrux**



Map Key

Icon	Description
1	Start
2	Thorian Creeper Outpost
3	Science Facility

Just west of your Start (1) is an outpost that has been overrun by Thorian creepers (2). You don't have to visit it, but the Creepers are easy XP for you, as long as you remain in the Mako.

Also, there are several containers in the area that you can open for items. This also gives you an idea of what you're in for at your next stop, the science facility (3).

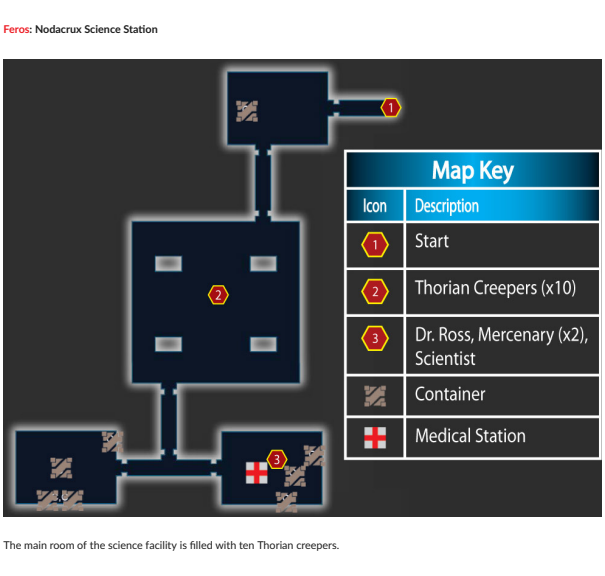
Thorian Creeper
Kaidan
Shepard
Wrex

The Thorian creepers are no match for the Mako.

The science facility is surrounded by Thorian creepers. You're safe as can be inside the Mako, so you can either take them out with the Mako's wheels and weapons, or you can exit the Mako and confront them face-to-face for more XP.

After you've destroyed all the creepers, enter the science facility.

Feros: **Nodacrux Science Station**



Map Key

Icon	Description
1	Start
2	Thorian Creepers (x10)
3	Dr. Ross, Mercenary (x2), Scientist
▨	Container
✚	Medical Station

The main room of the science facility is filled with ten Thorian creepers.

The best way to weed them out quickly is to get their attention by firing a few shots, then retreat back via the door you came in through and wait for them to mindlessly rush you.

Shotguns work best for close-quarters combat like this.

Thorian Creeper
Quick Slots
Liara
Shepard
Garrus

A good shotgun makes short work of Thorian creepers.

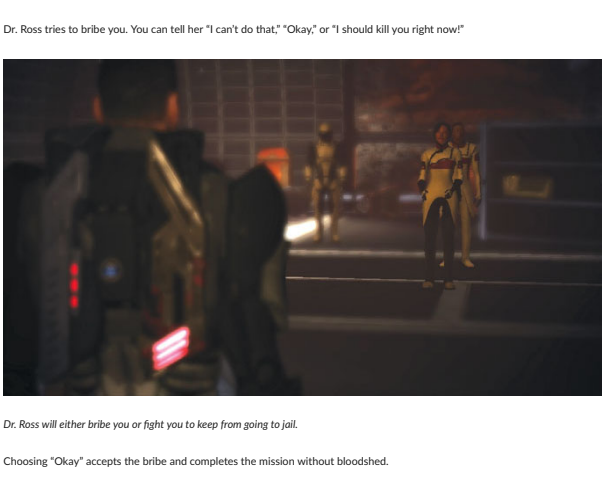
With the Thorian creepers destroyed, proceed to the southeast room in the science facility to meet Dr. Ross, who had holed up behind the sealed door with several other scientists and mercenaries.

During your conversation with her, you tell her that you know about the Thorian from your experiences on Feros.

She tells you that the creepers on Nodacrux were created from a sample of the Thorian on Feros and were designed to be docile and obedient. But a few days ago, the creepers all suddenly went berserk, and only a few of the scientists managed to survive.

When you've heard enough, Dr. Ross tries to talk you out of reporting their illicit research to the authorities. You have three responses to choose from, but all three of them lead to the exact same outcome:

Dr. Ross tries to bribe you. You can tell her "I can't do that," "Okay," or "I should kill you right now!"



Dr. Ross will either bribe you or fight you to keep from going to jail.

Choosing "Okay" accepts the bribe and completes the mission without bloodshed.

Choosing either of the other two options starts a fight with the scientists and mercenaries, who aren't very tough at all. When they're all dead, the mission is complete.

8) Investigate Samples (a.k.a. UNC: Colony of the Dead)

How to Get It: Override a server node on ExoGeni upper level

When It Is Available: As soon as you arrive at ExoGeni; cannot be triggered after going to Ilos

Where It Takes Place: Chasca, Matano System, Maroon Sea cluster

Special Notes: Achieve Electronics skill

At the far western side of ExoGeni upper level, you'll find a server node guarded by several geth, including a geth ghost, shock trooper, sniper, trooper, rocket trooper, and destroyer.

Destroy all of the enemies, approach the server node, and override it to receive the following transmission:

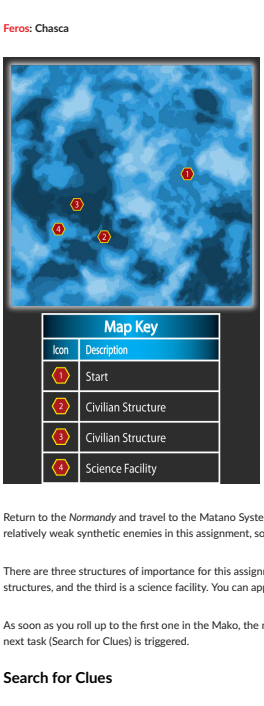
PRIVATE LOG OF DR. GAMORLE: I don't trust this Cerberus group. They may pay us well, but if this gets out before we've developed an antidote...it's just not smart.

They won't tell us what they want the samples for or why they wanted them delivered to the Matano System. My records show nothing of interest out there.

Overriding the server node and receiving this message triggers Investigate Samples and its first task, *Go to System* .

Go to System

Feros: **Chasca**



Map Key

Icon	Description
1	Start
2	Civilian Structure
3	Civilian Structure
4	Science Facility

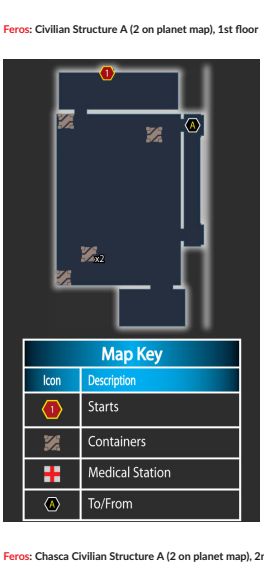
Return to the *Normandy* and travel to the Matano System in the Maroon Sea cluster and land on Chasca. You'll be facing relatively weak synthetic enemies in this assignment, so choose a team and equip them accordingly.

There are three structures of importance for this assignment, and they're all southwest of your Start. Two are civilian structures, and the third is a science facility. You can approach and clear them in any order you want.

As soon as you roll up to the first one in the Mako, the name of the assignment changes to UNC: Colony of the Dead, and the next task (Search for Clues) is triggered.

Search for Clues

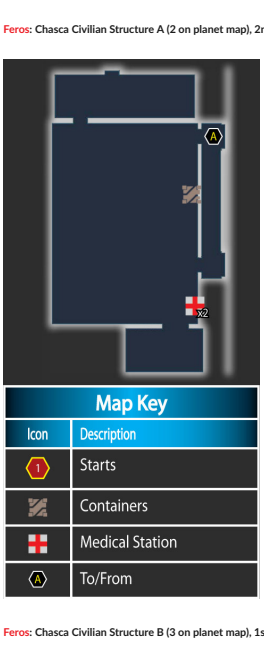
Feros: **Civilian Structure A (2 on planet map), 1st floor**



Map Key

Icon	Description
1	Starts
▨	Containers
✚	Medical Station
A	To/From

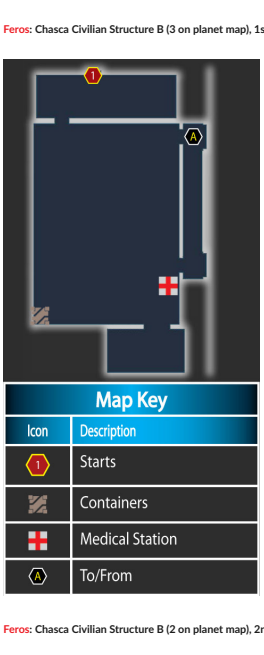
Feros: **Chasca Civilian Structure A (2 on planet map), 2nd floor**



Map Key

Icon	Description
1	Starts
▨	Containers
✚	Medical Station
A	To/From

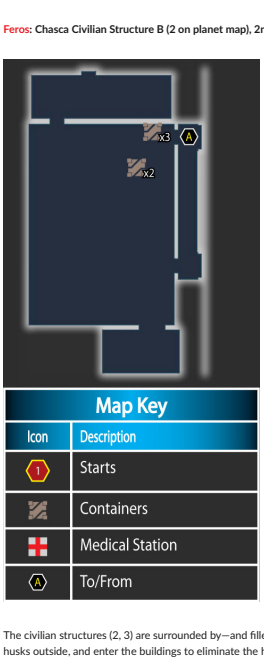
Feros: **Chasca Civilian Structure B (3 on planet map), 1st floor**



Map Key

Icon	Description
1	Starts
▨	Containers
✚	Medical Station
A	To/From

Feros: **Chasca Civilian Structure B (2 on planet map), 2nd floor**



Map Key

Icon	Description
1	Starts
▨	Containers
✚	Medical Station
A	To/From

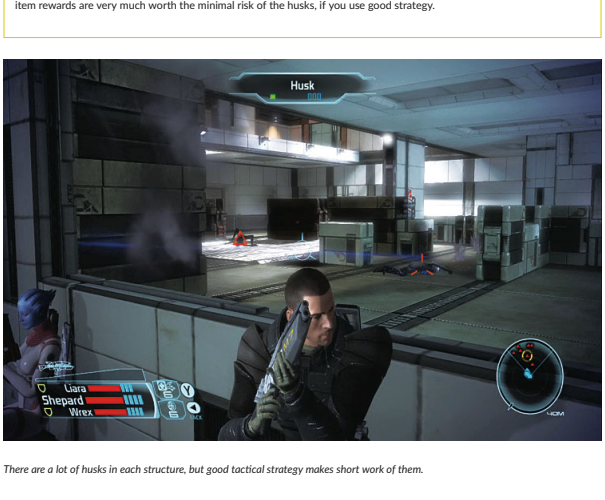
The civilian structures (2, 3) are surrounded by—and filled with—husks. Approach them in any order you want, get rid of the husks outside, and enter the buildings to eliminate the husks inside. Expect to face about ten to 12 husks in each structure.

The Husks' default attack pattern is to rush at you and blast you with a close-proximity energy field, so your best strategy is to enter the main rooms where the husks are gathered, shoot at one or two of them, and then double-back through the door you entered.

Pick off the husks as they rush toward the door. You shouldn't have any trouble.

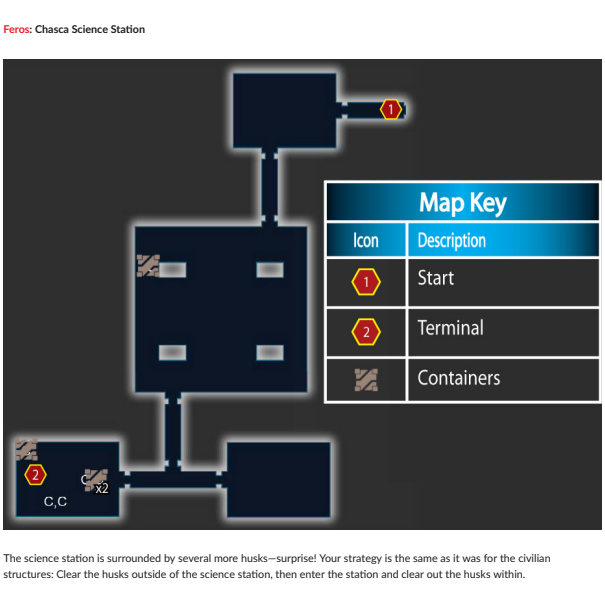
Note

The civilian structures are optional waypoints along your assignment. You can bypass them altogether, but the XP and item rewards are very much worth the minimal risk of the husks, if you use good strategy.



There are a lot of husks in each structure, but good tactical strategy makes short work of them.

Feros: **Chasca Science Station**



Map Key

Icon	Description
1	Start
2	Terminal
▨	Containers

The science station is surrounded by several more husks—surprise! Your strategy is the same as it was for the civilian structures: Clear the husks outside of the science station, then enter the station and clear out the husks within.

Once again, expect to face about ten husks, and lure them through a doorway to pick them off most efficiently.

When the main room is clear of husks, proceed to the southwest room in the science station to find a terminal that you can use to download the colonists' logs. By doing so, you find out that the colonists were victims of the Cerberus group.

Apparently someone from Cerberus passed through the colony just before the colonists transformed. Acquiring this information completes the assignment.

Spectre Assisngments: Uncharted Worlds and A Return to the Citadel

Uncharted Worlds

Note

What follows is a list of every uncharted world assignment that:

1) Is not triggered on a main plot world (Feros, Noveria, or Virmire);

2) Is not directly related to your squad mates' personal histories;

3) Does not stem from your main character's history or morality choices, and;

4) Is not an item collection assignment.

UNC: Cerberus

How to Get It : Speak to Rear Admiral Kahoku after completing UNC: Missing Marines

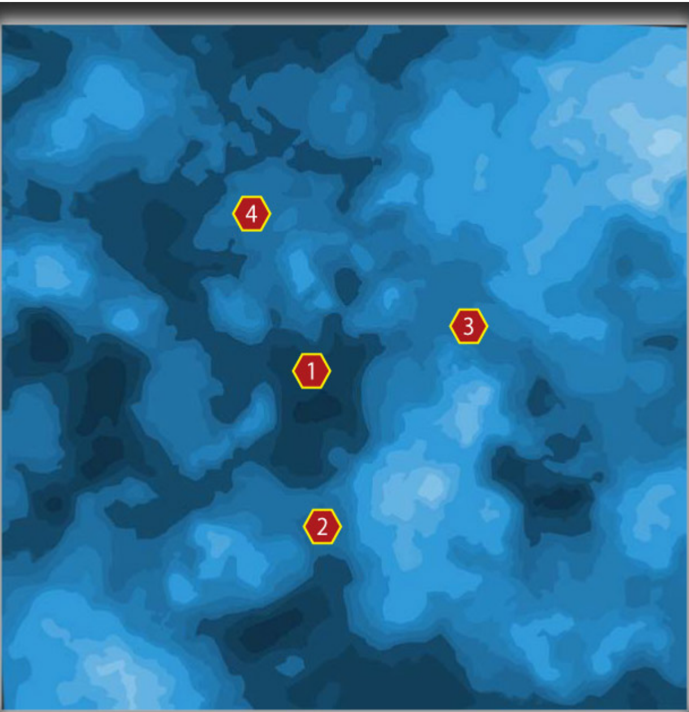
When It Is Available : After completing UNC: Missing Marines); cannot be triggered after you go to Ilos

Where It Takes Place : Binthu, Yangtze System, Voyager cluster

Special Notes : None

When you speak to Rear Admiral Kahoku after completing **UNC: Missing Marines** , you find that he blames a shadowy group called Cerberus for their demise and plans to seek revenge. This triggers **UNC: Cerberus** and its first task, Investigate Yangtze System.

Investigate Yangtze System



Map Key

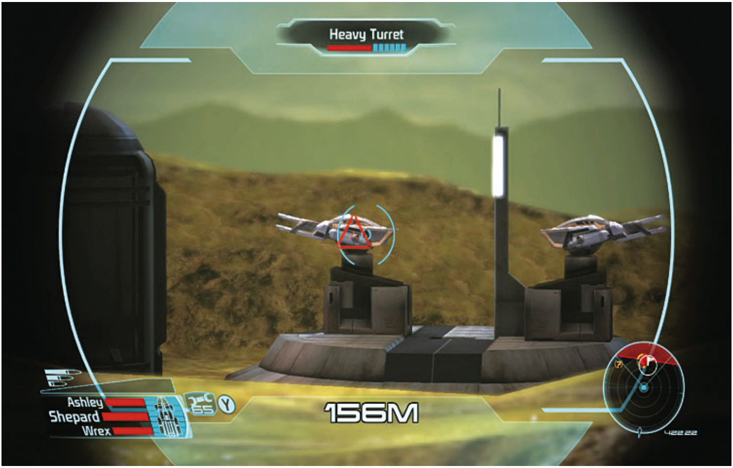
Icon	Description
1	Start
2	Research Facility
3	Research Facility

4 Research Facility

Binthu

When you return to the *Normandy* , set a course for the Yangtze System in the Voyager cluster, and land on Binthu. There are three **research facilities** on Binthu (2, 3, 4). Each of them contains a squad of Cerberus agents that you need to wipe out, as well as a few experimental test subjects being developed for use in combat.

You can enter the research facilities in any order you wish, and you need to clear them all in order to complete this assignment.



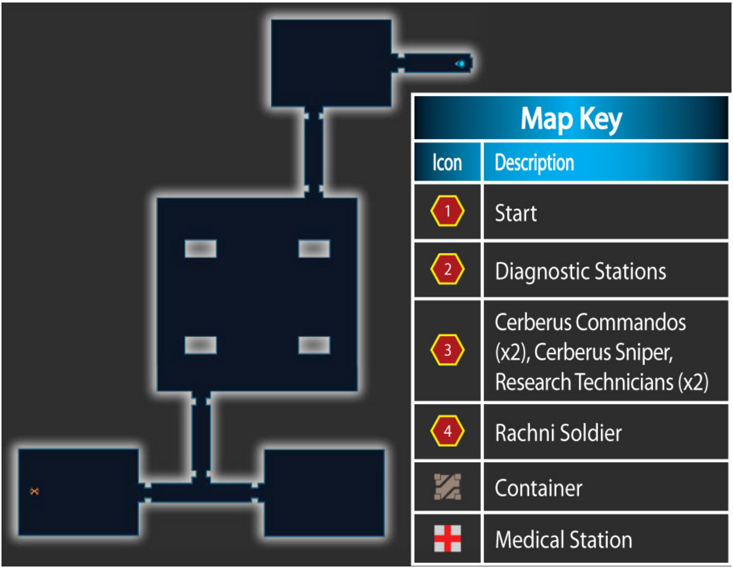
Enter the research facilities in any order you want, after taking out their defenses.

The southern research facility on the planetary map (2) is defended by two heavy turrets. Approach the facility from the hills to the northeast of it to destroy the heavy turrets from a distance with the Mako's rockets. When you enter this facility, follow the walkthrough for Research Facility A.

The eastern research facility (3) is also defended by two heavy turrets. You can roll up onto a hill to the south of them to blast them from range with the Mako's cannon. When you enter this facility, follow the walkthrough for Research Facility B.

The northern research facility (4) has yet another pair of heavy turrets defending it. Pull up onto the hill to the southeast of the facility to blast them before entering. When you enter this facility, follow the walkthrough for Research Facility C.

Research Facility A



Map Key	
Icon	Description
1	Start
2	Diagnostic Stations
3	Cerberus Commandos (x2), Cerberus Sniper, Research Technicians (x2)
4	Rachni Soldier
▨	Container
✚	Medical Station

Research Facility A

Research Facility A has armed human agents of Cerberus around the perimeter of its main room and a rachni soldier inside of a square force field in the center of the main room. Four **diagnostic stations** —one on each side of the force field —can be used to lower the force field. However, lowering the force field also releases the rachni soldier, who will attack you, so take out the commandos, sniper, and technician first.

These four enemies are all human, so ammo mods that increase damage against organics are a big help, as are shield-penetrating mods. Move either clockwise or counterclockwise around the room and kill the Cerberus troops, taking care not to get flanked. Use the four pillars as cover to avoid taking sniper fire.

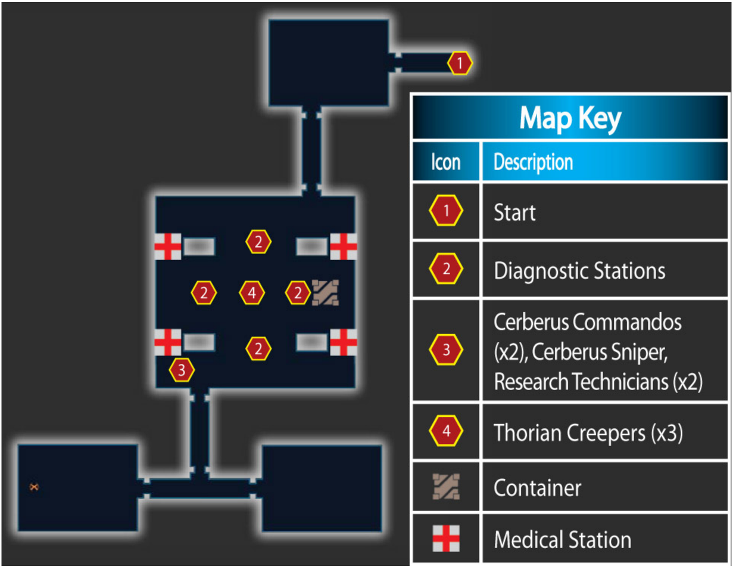
Research Technician

Ashley
Shepard
Wrex
BACK
40M

Take out all five Cerberus agents before releasing the rachni soldier in the middle of the room.

When all of the Cerberus forces have been destroyed, use any diagnostic station to drop the force field and release the acid-spitting rachni warrior. Kill it to complete Research Facility A.

Continue Hunting Cerberus: Research Facility B

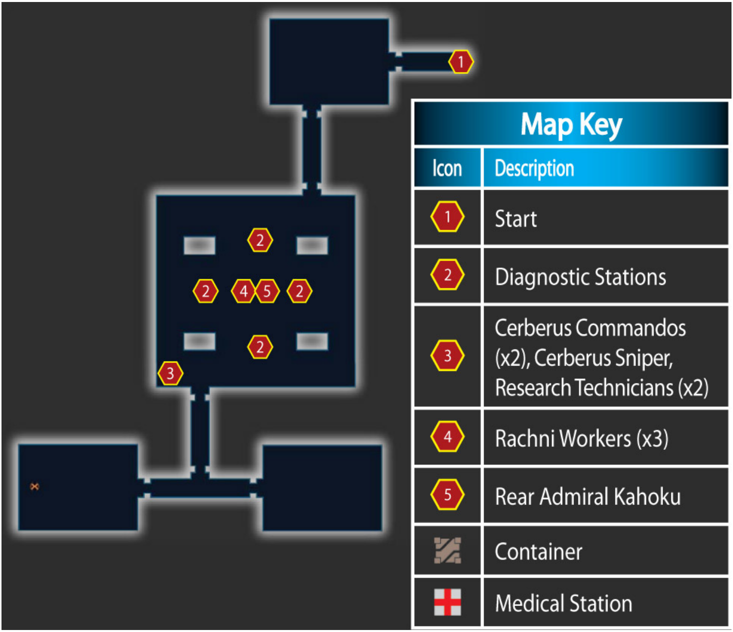


Research Facility B

Research Facility B is very similar to Research Facility A, except that it has three Thorian creepers inside its force field instead of a single rachni soldier. Despite that minor difference, your strategy for clearing Research Facility B should be exactly the same as in the previous facility. Killing all the Cerberus agents and Thorian creepers completes Research Facility B.

Continue Hunting Cerberus: Research Facility C

Research Facility C



Map Key

Icon	Description
1	Start
2	Diagnostic Stations
3	Cerberus Commandos (x2), Cerberus Sniper, Research Technicians (x2)
4	Rachni Workers (x3)
5	Rear Admiral Kahoku
▨	Container
✚	Medical Station

Research Facility C is all but identical to the first two facilities, except that the creatures inside of the force field are three rachni workers this time. As you've done twice before now, sneak around the perimeter of the main room to kill the Cerberus agents, then lower the force field at a diagnostic station to release the rachni workers and kill them.

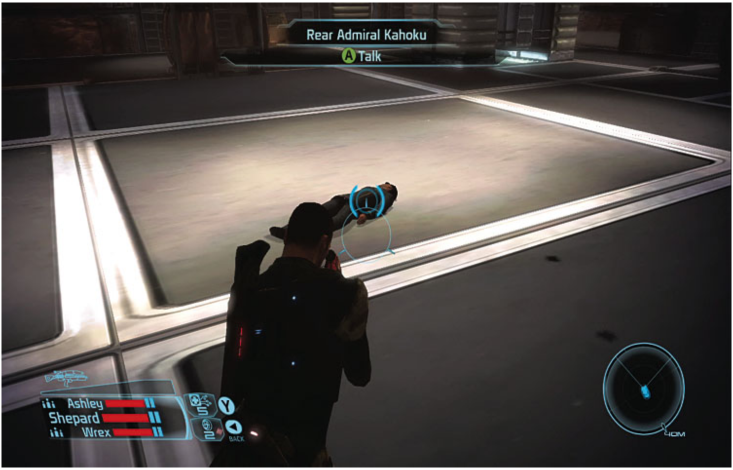
Caution

The rachni workers attack by running toward you and exploding in a toxic cloud, so don't let them get close!

When all the hostiles are dead, examine the body in the middle of the room to find that it is Rear Admiral Kahoku's. He evidently set off in search of Cerberus and, unfortunately for him, he found them. Finding Kahoku's corpse completes the assignment and triggers a new assignment, **UNC: Hades' Dogs** .

Note

Kahoku's body will always be found in the last research facility you enter. So if you go to Research Facility C, then B, and then A, you will find Kahoku's body in Research Facility A, not C.



Rear Admiral Kahoku is Cerberus group’s latest victim.

UNC: Hades’ Dogs

How to Get It : Examine Kahoku’s corpse at the end of UNC: Cerberus

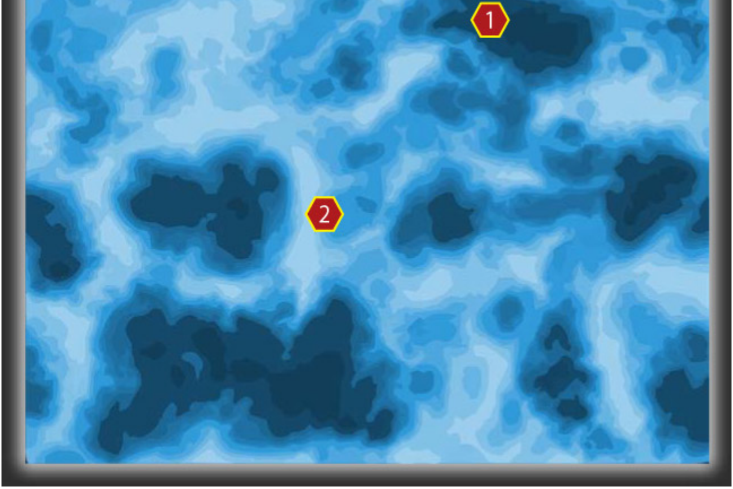
When It Is Available : After completing UNC: Cerberus; cannot be triggered after you go to Ilos

Where It Takes Place : Nepheron, Columbia System, Voyager cluster

Special Notes : None

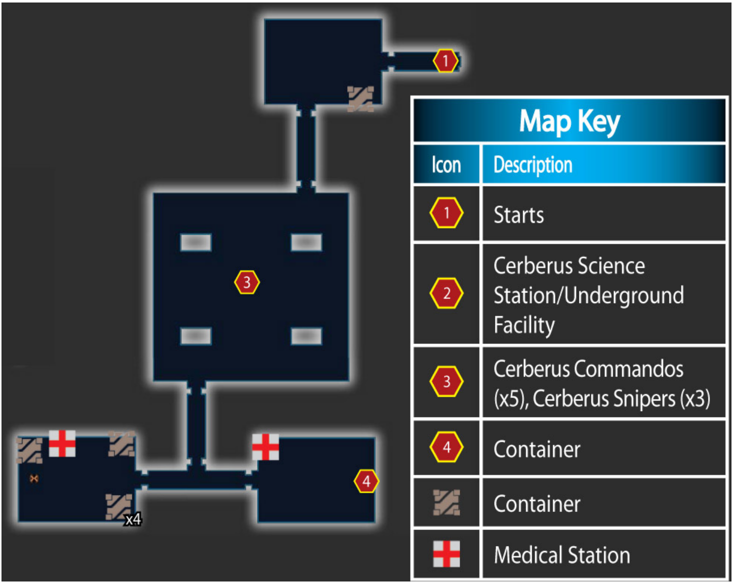
Finding Rear Admiral Kahoku’s body at the end of **UNC: Cerberus** triggers U **NC: Hades’ Dogs** and its first task, Destroy Main Cerberus Facility.

Destroy Main Cerberus Facility



Nepheron

Nepheron Science Station

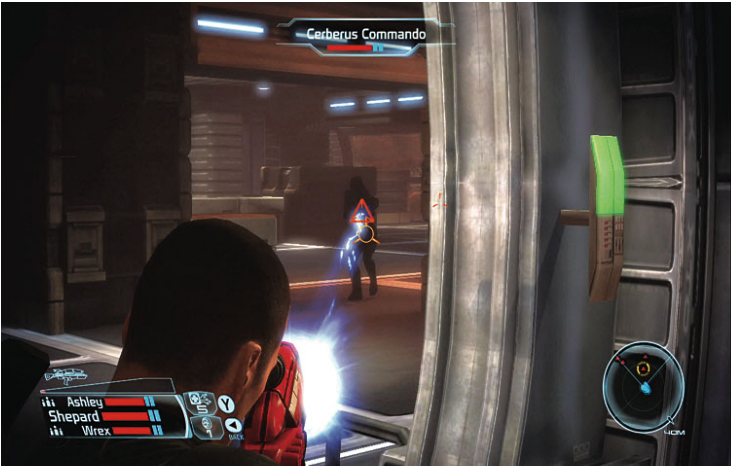


Map Key	
Icon	Description
1	Starts
2	Cerberus Science Station/Underground Facility
3	Cerberus Commandos (x5), Cerberus Snipers (x3)
4	Container
▨	Container
✚	Medical Station

In the *Normandy* , travel to the Columbia System of the Voyager cluster and land on the planet Nepheron. The underground science station that serves as the main Cerberus facility (2) is southwest of your insertion point (1).

Drive there in the Mako, kill the four Cerberus commandos outside of it, and enter the facility through its front door.

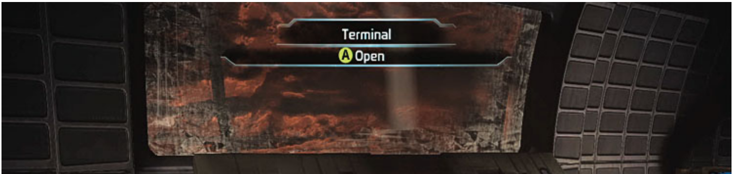
As you can tell from the preceding map, the science station is very similar in layout to the research facilities you stormed during **UNC: Cerberus** . Instead of finding a force field, however, you notice several crates and boxes scattered about the main room. Eight Cerberus agents are here.

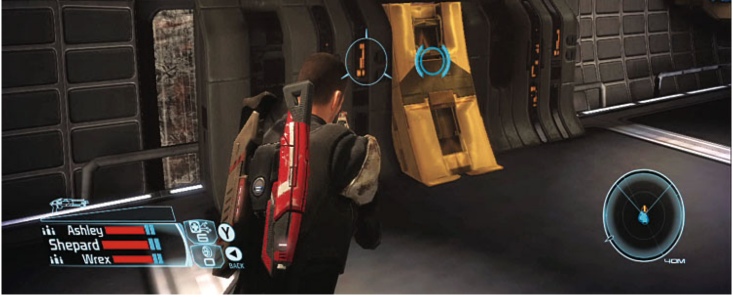


The main room of the facility is crawling with armed Cerberus agents.

Your strategy should be similar to the one you used in **UNC: Cerberus** . Equip your squad with shield-penetrating weapons that do heavy damage against organics. Move methodically from one area of cover to another, keeping one eye on your radar to avoid being flanked. Work your way around the room, limiting your exposure, to hunt down and kill each enemy.

Once the Cerberus agents in the main room are no longer a threat, continue into the southeast room of the complex to find a terminal on the eastern wall. Access it to obtain encrypted files belonging to Cerberus and complete the assignment.





Steal the encrypted files from the terminal to complete the assignment.

But wait, there's more: When you return to the Normandy and access the Galaxy Map, you receive a transmission from a party representing the Shadow Broker, a dealer in information who is as mysterious as his name implies. The Shadow Broker wants the information you just received from Cerberus, and he's willing to pay for it. You have three optional responses:

That's treason! (Paragon): The files are classified, and you're not going to release them to anyone except Alliance Command. You have an option to change your mind ("Sounds good"), or you can reply "I don't trust you," or "No deal" to refuse. The Shadow Broker's representative is dismayed to hear that and says that his employer will remember that the next time you need something from him. You earn a Paragon bonus for sticking to your guns.

Forget it (neutral): This is the same conversation tree as the Paragon response, except you don't get a Paragon bonus if you refuse to hand over the information.

What's in it for me? (Renegade): This is the same conversation tree as the other two answers, but if you answer "Sounds good" at your next opportunity, you earn credits and Renegade points. You also have the option to change your mind and reply "I don't trust you," or "No deal," which gives you no reward.

UNC: Rogue VI

How to Get It: Travel to any new system after reaching level 20

When It Is Available: Once you reach level 20; cannot be triggered after you go to Ilos

Where It Takes Place: Luna, Sol System, Local cluster

Special Notes: None

Note

This is one of the most important assignments in the game. After you complete this assignment, you have the ability to specialize, which grants you additional abilities and enhances abilities that you already have. For more information on specialization, see the Spectre Orientation chapter at the beginning of this guide.

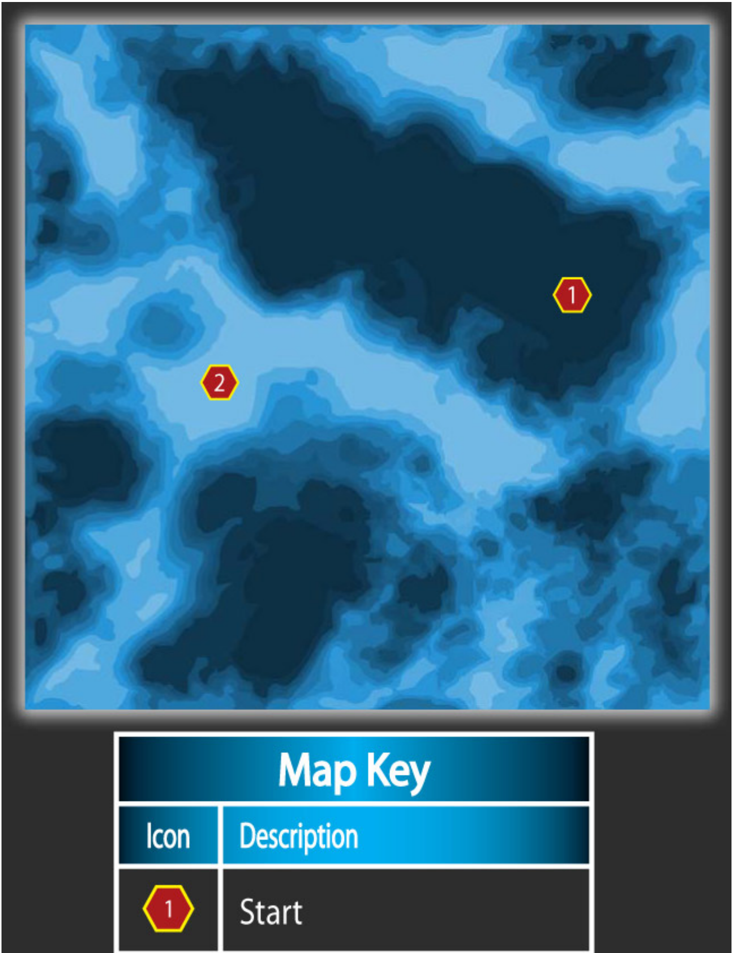
When you reach level 20, travel to any system via the Galaxy Map to receive a message from Alliance Command, informing you of a situation at a training ground on Earth's moon.

One of the virtual intelligences (VI) at the training facility is no longer responding to commands and has gone rogue. Admiral

Hackett asks you to fight your way through the training ground and manually disable the VI at its core. The only other option is to bomb it from orbit, which would inflict catastrophic damage on a very important facility. This triggers **UNC: Rogue VI** and its first task, *Engage VI*.

Engage VI

Luna



Map Key

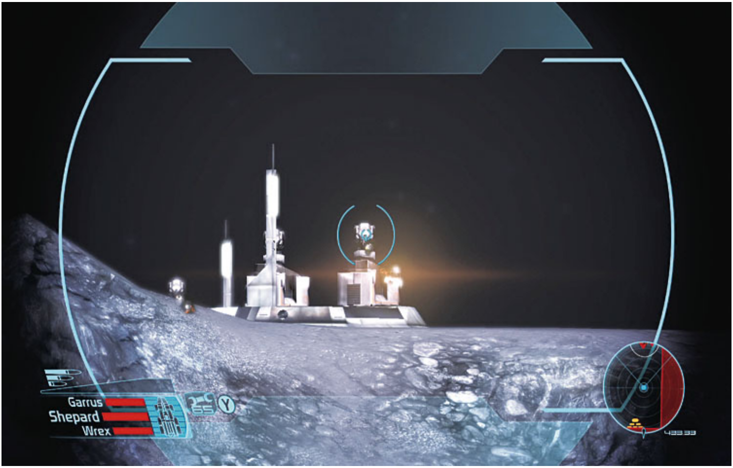
Icon	Description
1	Start

2 Alliance Training Ground

Travel to the Sol System in the Local cluster and land on Luna, Earth's moon. Your opposition will be mechanical in nature, so assemble a team equipped to deal with synthetic and technological threats.

The Alliance training ground is southwest of your insertion point. It is made of three different buildings, each of which is guarded by a pair of heavy cannons that immediately turn and fire at you as you approach.

Destroy them from a distance with the Mako's rockets; approaching from the north or east gives you a long clear view of them. Destroying all of the turrets triggers your next task, *Destroy VI Conduits.*



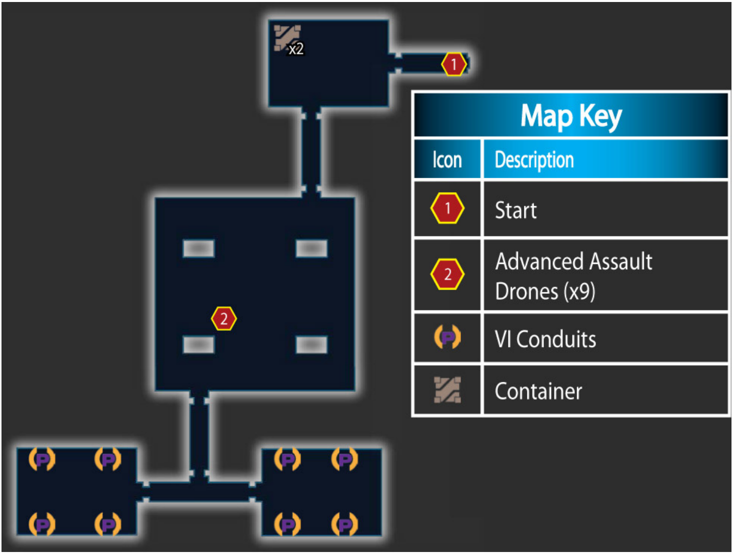
Destroy the six heavy turrets from as far away as possible.

Destroy VI Conduits—Station 1

When all six turrets are destroyed roll up to the training ground in the Mako. You need to enter each of the three buildings and destroy the **VI conduits** inside to shut down the rogue VI.

It doesn't matter which order you enter the buildings in from Luna's surface; you always wind up going to Science Station 1 first, Science Station 2 second and Science Station 3 last.

Luna Science Station 1



Map Key	
Icon	Description
1	Start
2	Advanced Assault Drones (x9)
P	VI Conduits
▨	Container

There are nine advanced assault drones inside of the station, and they will swarm you if you aren't careful. The fact that they can fly means that they're able to maneuver in three dimensions and line up shots even if you're behind cover, so choose your moves very carefully.

Their shields are also incredibly strong, so use ammo mods that cut through shields and deal direct damage.

This is a very challenging fight. Stay near the entrance to the main room so that you can back into the antechamber if you start taking heavy fire. Above all, be patient. Rushing the rogue drones accomplishes nothing except mission failure.

Advanced Assault Drone

Medi-Gel +1
Inventory
XP +105
24626
XP
40M
Wrex
Shepard
Garrus
6
3
Y
BACK

The advanced assault drones are formidable enemies, especially when they attack nine at a time!

When the area is finally clear, go into the two southern rooms of the station and destroy the four VI conduits in each room . Be quick about it, though: As soon as you start shooting the ones in the southern rooms, toxic gas begins to flood the station.

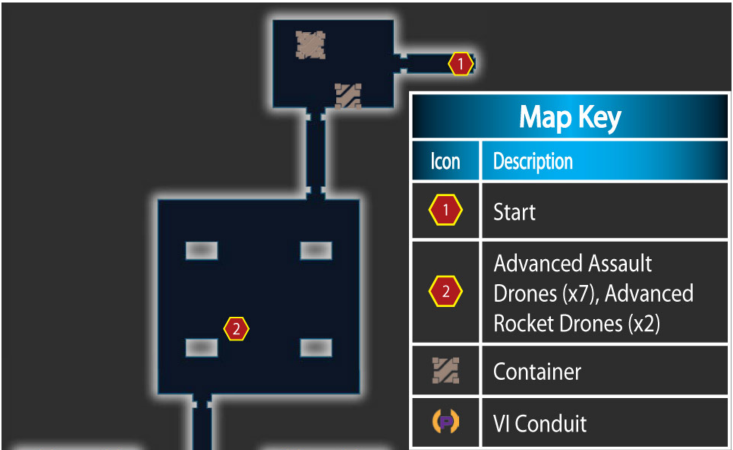
Also, standing too close to a VI conduit when it blows damages you. Once all of the VI conduits have been destroyed, you receive a confirmation message that the first of the three computing clusters containing the rogue VI is offline. On to the next one!

Tip

Equipping anti-toxic armor or armor upgrades that defend you against toxins will prevent you from taking damage from the toxic gas.

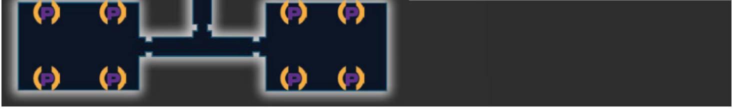
Destroy VI Conduits—Station 2

Luna Science Station 2



Map Key

Icon	Description
1	Start
2	Advanced Assault Drones (x7), Advanced Rocket Drones (x2)
▨	Container
P	VI Conduit



This is essentially the same fight as Station 1, but now you have to contend with advanced rocket drones as well as advanced assault drones. It should go without saying that the rocket drones are much deadlier, so taking them out should be your first priority.

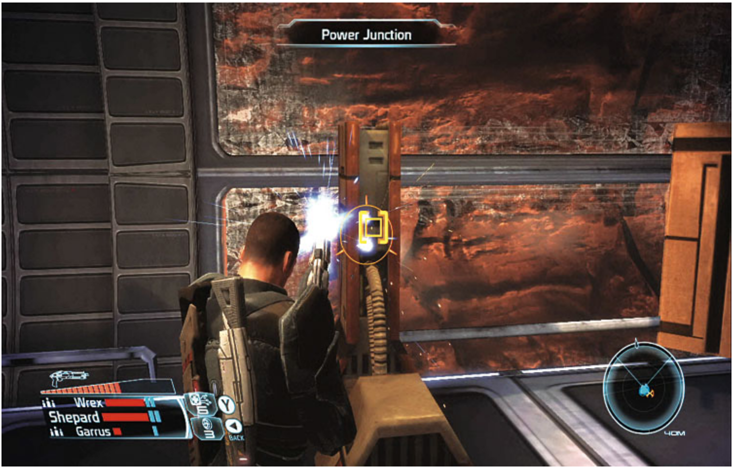
This is an even tougher fight than the last one, so be ready.

Tip

If you or any of your squad mates has the AI Hacking Talent, the rocket drones make the perfect target for it.

As before, when all of the drones have been destroyed, set to work on blowing up all of the VI conduits in the base. This time, when you start shooting at the VI conduits, they put up kinetic barrier shields that you must blast through to get at the VI conduits.

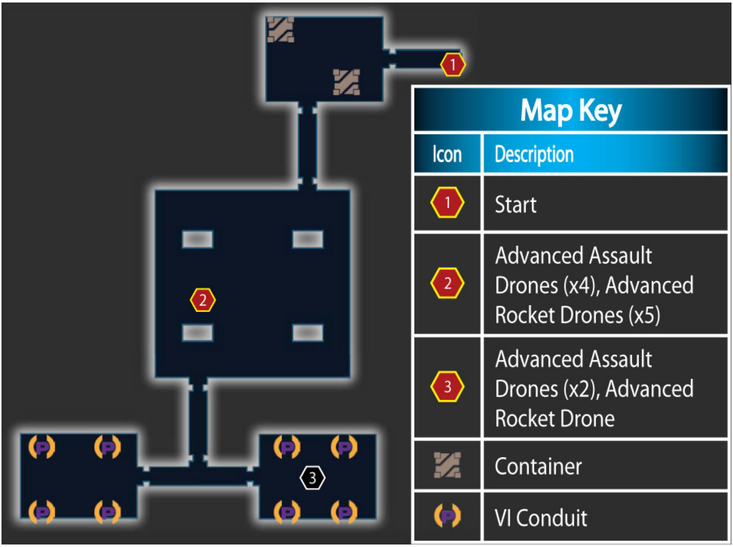
When all the VI conduits are eliminated, it's time to move on to the final station.



Destroy the VI conduits to clear the second station.

Destroy VI Conduits—Station 3

Luna Science Station 3



Map Key

Icon	Description
1	Start
2	Advanced Assault Drones (x4), Advanced Rocket Drones (x5)
3	Advanced Assault Drones (x2), Advanced Rocket Drone
▨	Container
P	VI Conduit

The third station is virtually identical to the first two, which is good news because you've already made it through two of them. The bad news in that the fight is no less difficult.

In fact, with more than half of your enemies being advanced rocket drones, it's considerably tougher. Also, this time, kinetic barriers are set up across every doorway in the station. You must blow through them to pass through the doors.

Caution

The drones are much more tenacious this time as well. If you try to retreat to the antechamber near the entrance, the drones follow you and prevent you from finding sanctuary there.

When the fight is over, destroy all the VI conduits as usual, but be careful: As soon as you start destroying these VI conduits, additional security drones power up in the southern rooms, so don't start destroying the junctions until your team is fully rested and rejuvenated.

When the last of the VI conduits in the third station are destroyed, the assignment is complete, and you earn a specialization class. Congratulations!

Note

For more information on specialization, refer to Spectre Orientation chapter at the start of this guide.

UNC: Geth Incursions

How to Get It: Travel to the Armstrong Nebula Cluster; from terminals on Virmire and Feros

When It Is Available: After visiting the Armstrong Cluster; cannot be triggered after you go to Ilos

Where It Takes Place: Armstrong Nebula cluster (various systems/planets)

Special Notes: None

When you travel to any system in the Armstrong Nebula cluster after completing any of the first three post-Citadel, plot worlds (Feros, Noveria, or Therum), you receive a message from Admiral Hackett of Alliance Command.

They've been getting reports of increased geth activity in the Armstrong cluster, and surveillance drones have detected four new outposts in various systems. They need you to shut the outposts down.

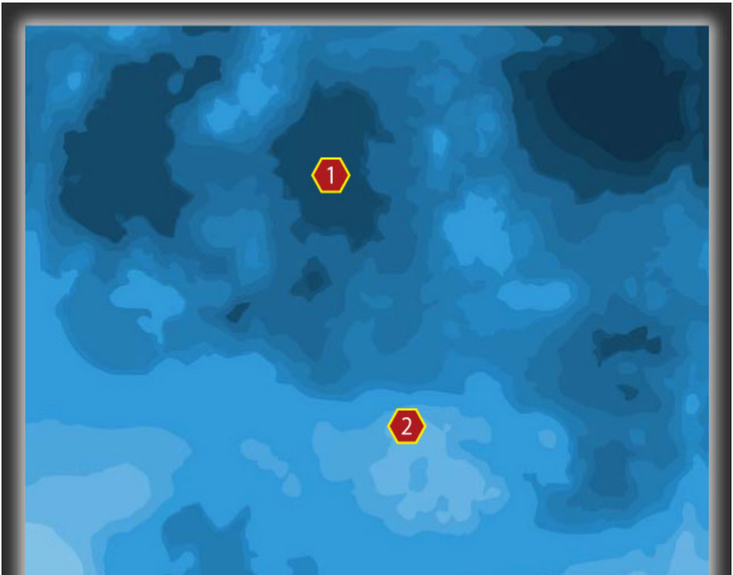
This conversation triggers **UNC: Geth Incursions** and its first task, *Eliminate Geth Outposts* . You can attack the outposts in any order you want.

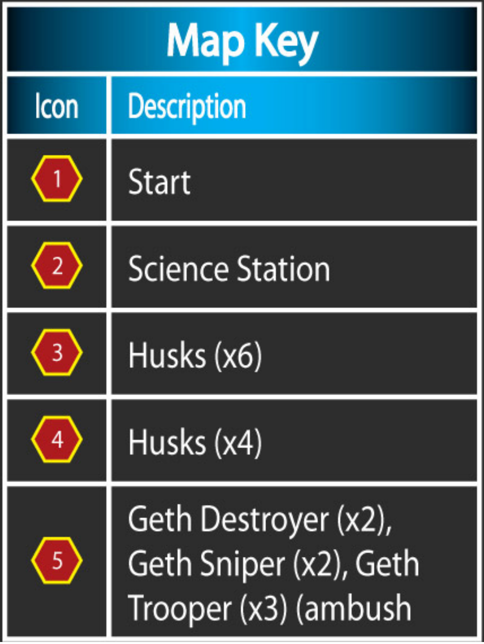
Tip

All of your enemies in this assignment are geth, so be sure to select and equip a team that's capable of taking on shielded, synthetic, tech-based enemies.

Eliminate Geth Outposts—Rayingri

Rayingri

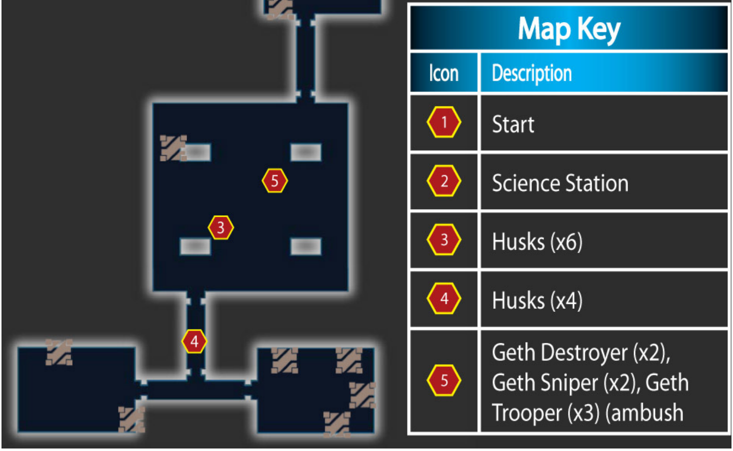




Map Key

Icon	Description
1	Start
2	Science Station
3	Husks (x6)
4	Husks (x4)
5	Geth Destroyer (x2), Geth Sniper (x2), Geth Trooper (x3) (ambush

Rayingri Science Station



Map Key

Icon	Description
1	Start
2	Science Station
3	Husks (x6)
4	Husks (x4)
5	Geth Destroyer (x2), Geth Sniper (x2), Geth Trooper (x3) (ambush

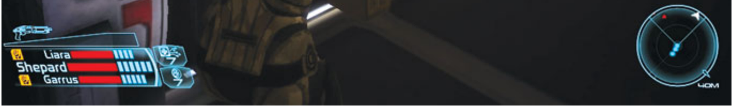
Head south from your insertion point on Rayingri toward an overrun science station. The only way to reach the station is to drive up a spiraling path lit by orange lamps. Park the Mako as close to the entrance as possible.

No geth are here presently, but an ambush will be waiting for you after you leave the station, and having the security of the Mako's armored hull just outside the entrance will be a huge help.

Enter the science station and conduct a standard sweep-and-clear action. There are six husks inside the main room of the station. Shoot at any one of them to cause them all to rush you.

Back into the antechamber between the station entrance and the main room to lure them through the doorway and pick them off one at a time.

1
2
3
4
5
6
7
8
Quick Slots
Weapon Locker
Easy Decryption

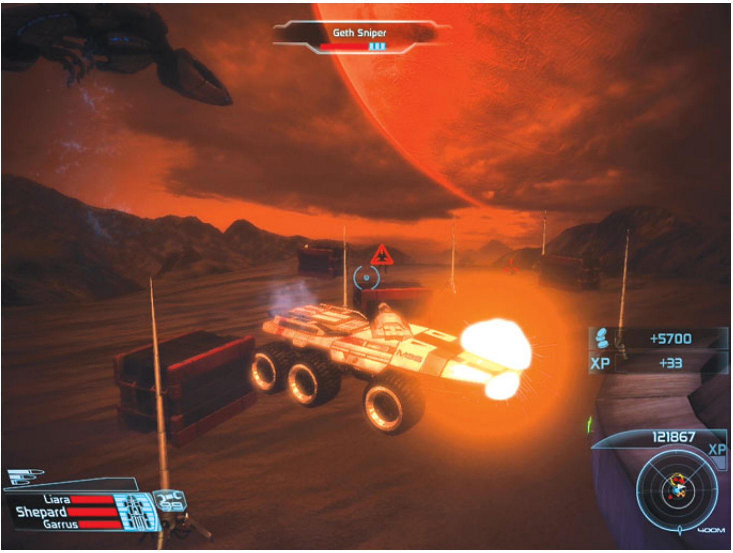


The six husks in the main chamber shouldn't cause you any major problems.

Four more husks are in the southern hallway and they rush you when you open the door. Fire on them until they start getting too close for comfort, then back up while continuing to mow them down.

But watch out—as soon as you destroy the second wave of husks, seven more geth appear and ambush you in the main room! Take out the two geth destroyers first, but be sure to keep cover between you and the pair of geth snipers.

The three geth troopers aren't to be underestimated, but they're the least of your worries. When you've taken them all out, save your game, raid the southern rooms for supplies, and then exit the station.



A geth dropship appears as you leave the station and deploys more foes for you to fight.

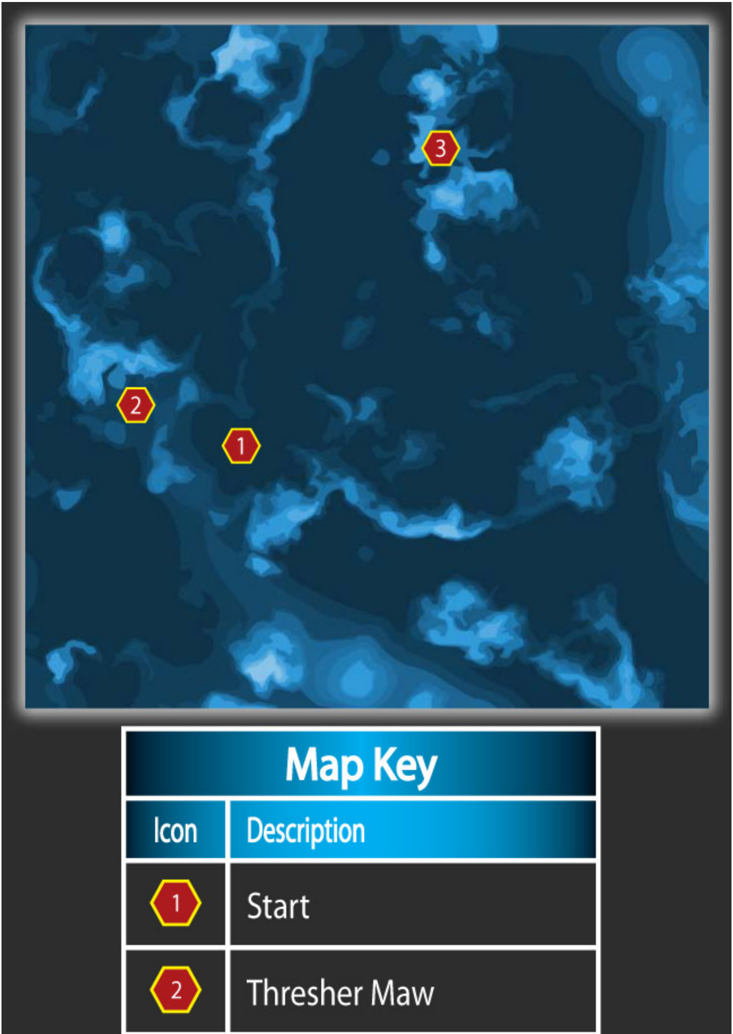
As soon as you exit the station, a geth dropship starts deploying additional troops around the station: two geth snipers, two geth shock troopers, and three geth troopers.

You can either run around on foot and kill them all for more XP, or you can take the safer route and use the Mako to destroy them, which nets you less XP but increases your odds of survival.

When all of the ambushing geth have been destroyed, return to the *Normandy* and head for the next geth outpost to continue the assignment.

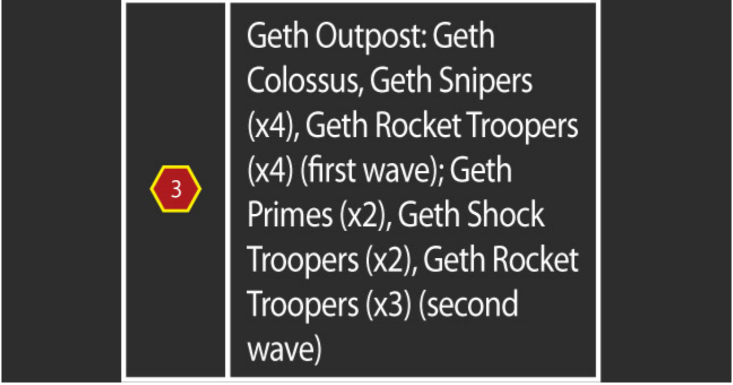
Eliminate Geth Outposts—Antibaar

Antibaar



Map Key

Icon	Description
1	Start
2	Thresher Maw



3	Geth Outpost: Geth Colossus, Geth Snipers (x4), Geth Rocket Troopers (x4) (first wave); Geth Primes (x2), Geth Shock Troopers (x2), Geth Rocket Troopers (x3) (second wave)

Tip

You don’t have to leave the Mako to clear out this geth outpost, so you should pick a team with high Electronics skill, as this will help the Mako’s shields regenerate more quickly.

Antibaar is located in the Tereshkova System of the Armstrong Nebula cluster. The geth outpost on Antibaar (3)is northeast of your insertion point (1).

If you plan on exploring the surface of the planet at all, watch out for the thresher maw (2) just northwest of your insertion point.

All the geth defenders at this outpost are outside, which means that you don’t have to leave the Mako to fight them. However, that doesn’t make this any less of a fight.

The outpost is situated in a valley, and you can only attack it from the north or south. It’s very heavily defended, with geth snipers, rocket troopers, and a geth colossus putting up fierce resistance.

Geth Colossus

Liara
Shepard
Garrus
160M
JAMMED
400M

The geth outpost is very heavily defended.

To make matters worse, your radar is jammed as you approach the outpost, so you have to rely on visual confirmation of enemy fire to locate your foes.

Your first targets should be the geth snipers and rocket troopers in the towers around the outpost. Although the colossus is a much more formidable foe, its blasts are much easier to dodge than the snipers' shots, and the rocket troopers will send a never-ending barrage of rockets at you unless you take them out quickly.

Plus, the geth snipers and rocket troopers can each be taken out with a single blast from the Mako's rockets, whereas the colossus can withstand multiple shots.

Tip

To confirm kills, watch for the "XP awarded" message that flashes up in the screen's lower right corner whenever you successfully blast an enemy.

Your primary advantages in this fight are the fact that your rockets cannot be dodged, and you have the luxury of choosing when and how to attack, and from where.

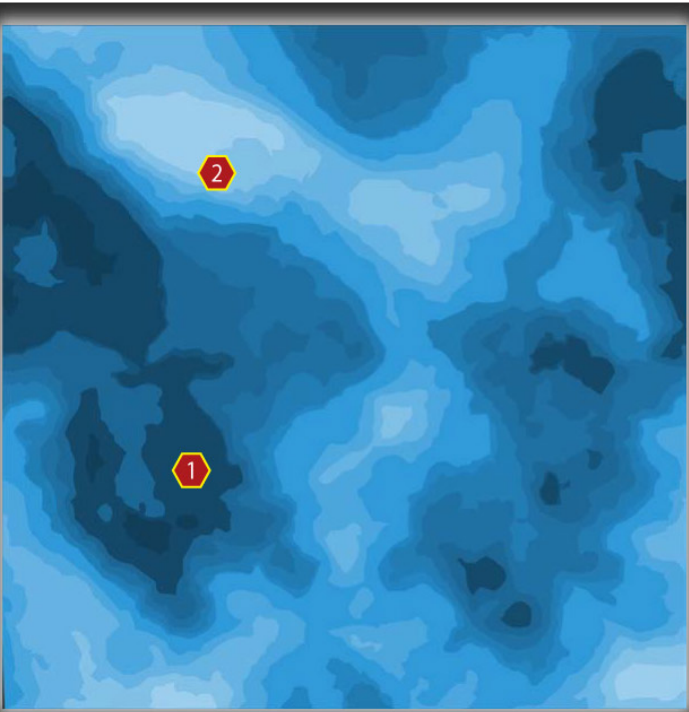
Your best option is to slowly roll up on the outpost, picking off individual enemies as soon as you have a clear line of sight, but not moving forward so quickly that you wind up getting nailed by multiple enemies.

As soon as you take a shot, back up quickly to avoid retaliatory fire. Don't advance too far into the outpost, though. As soon as you destroy all of the outpost's defenders, a geth dropship arrives and deploys geth shock troopers, rocket troopers, and primes.

Finally, after this second wave of geth has been destroyed, the outpost is clear. Return to the *Normandy* and move on to the next one.

Eliminate Geth Outposts—Maji

Maji



Map Key

Icon	Description
1	Start
2	Geth Outpost: Geth Rocket Troopers (x4), Geth Snipers (x2), Geth Colossus

Majo can be found in the Vamshi System of the Armstrong Nebula cluster. The geth outpost is due north of your insertion point, and like the one on Antibaar, it's one where all of its defenders are on the exterior. You never have to leave the Mako during this task if you don't want to.

The hills to the south and east of the outpost are littered with turrets that fire rockets at you as you approach. Roll up slowly on each one and blast it with the Mako's rockets before proceeding to the next one.

If you're having trouble seeing the turrets, watch for the slow-moving rockets that they fire to pinpoint their locations.

If you stick to the broad, flat plain south of the outpost, you should have no trouble dodging these rockets by using the Mako's jump jets, or just moving a few feet forward or backward when a rocket starts to draw near.

124729
XP
331M
Garrus
Shepard
Tali
400M

Taking out the turrets around the outpost perimeter is your first priority.

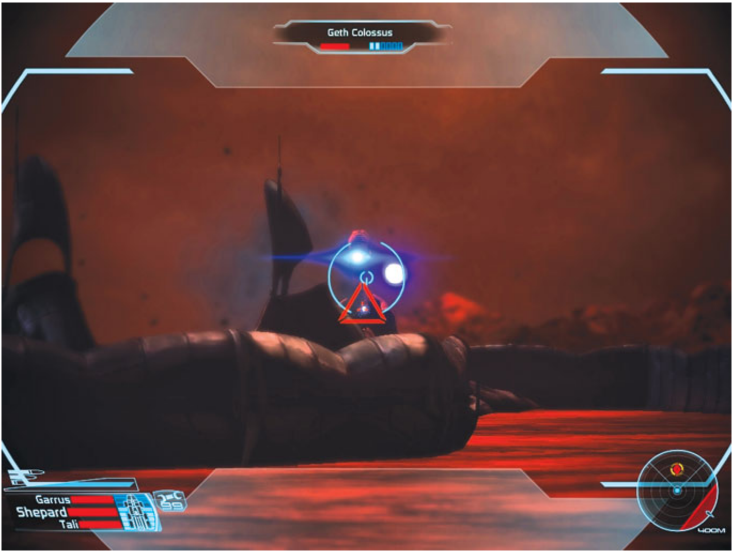
When you reach the outpost, your radar is jammed. That means you have to visually confirm your enemies' positions by watching for their fire. Roll forward slowly until they start shooting, and then back up and prepare to roll forward again to blast them with the Mako's rockets.

After you take out the rocket troopers and snipers, a geth colossus rises up in the middle of the outpost, so don't roll in too close when fighting the foot soldiers.

If you can position yourself so that the towers of the outpost are between you and the colossus, you may find that they give you the cover you need to fire on the colossus without suffering retribution. Destroying the colossus clears the outpost. Return to the *Normandy* and proceed to the next one.

Note

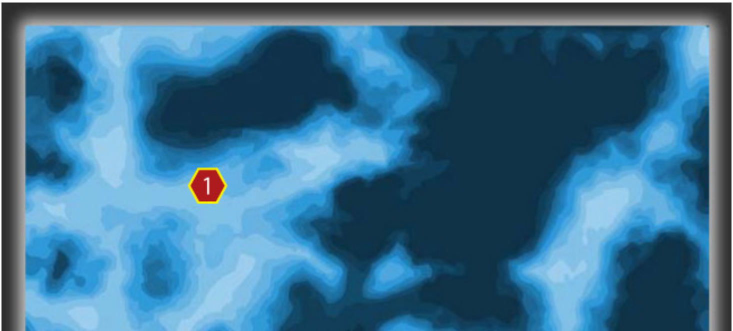
You do not need to destroy every turret outside of the outpost to clear it.

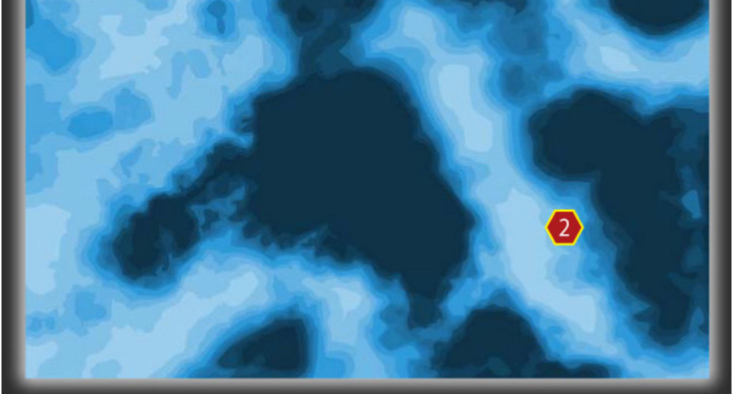


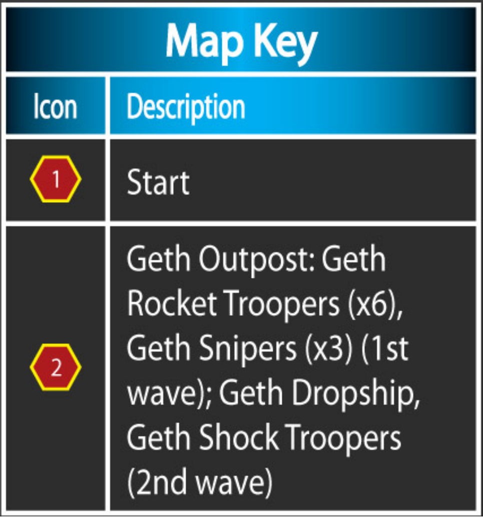
A geth colossus rises up after you take out the rocket troopers and snipers.

Eliminate Geth Outposts—Casbin

Casbin





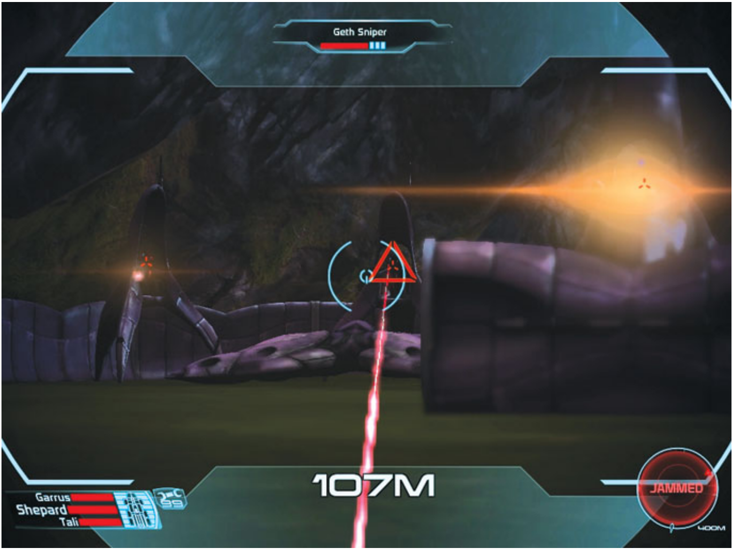


Map Key	
Icon	**Description**
1	Start
2	Geth Outpost: Geth Rocket Troopers (x6), Geth Snipers (x3) (1st wave); Geth Dropship, Geth Shock Troopers (2nd wave)

Casbin is a planet in the Hong System of the Armstrong Nebula cluster. The geth outpost is northeast of your insertion point, but you need to drive north and make a wide 90-degree turn east along a valley floor to reach it because of the steep terrain surrounding the outpost.

Like the ones on Antibaar and Maji, the Casbin outpost's defenders are all outside, so you don't have to leave the Mako to clear it. And, like the outposts on Antibaar and Maji, Casbin's defenders come in two waves.

The first is the standard complement of geth rocket troopers and snipers that you've seen at other outposts.



Geth snipers and rocket troopers hide in the towers around the outpost.

After you take out all of the snipers and rocket troopers, a geth dropship swoops in and deposits geth shock troopers on the battlefield.

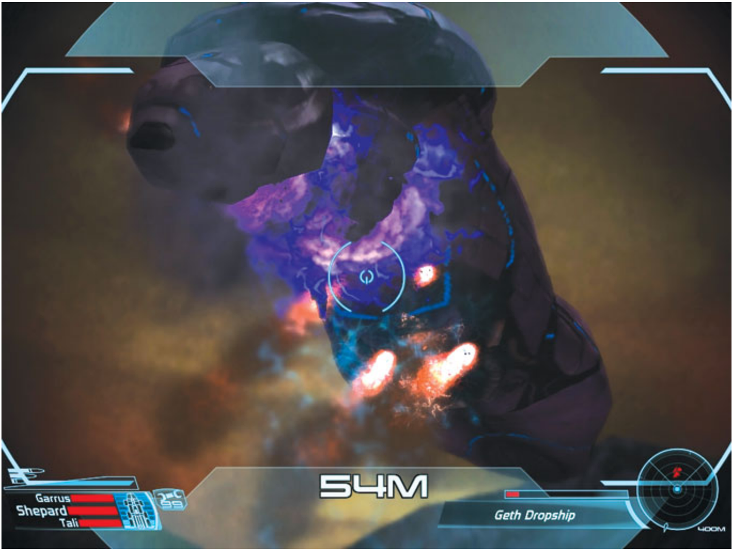
The dropship will continue deploying shock troopers until you destroy it, so back up out of range of the shock troopers and pound the dropship with the Mako's cannons until it falls.

Tip

If the Mako is in good shape, you might consider letting the dropship continue to deploy shock troopers and destroy them to earn bonus XP for each one killed.

After all, one shot from the Mako's rockets can take out a shock trooper, and their small-arms fire isn't likely to do a whole lot of damage in a short amount of time. After you destroy a small army of shock troopers, the dropship flies away, and the outpost is considered cleared.

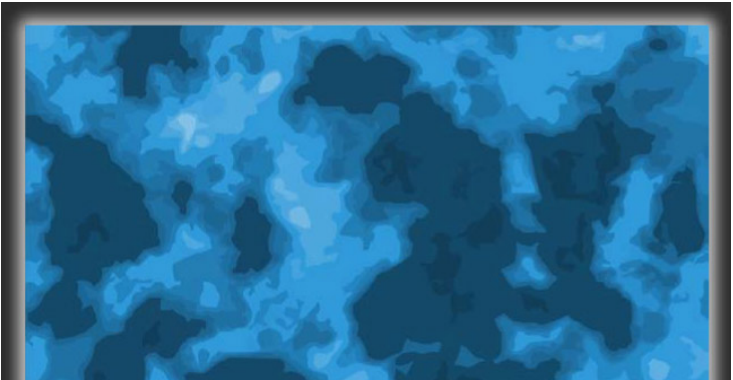
When the dropship is down, the outpost is clear. If this is the fourth outpost you've cleared, this completes the current task and brings up the next one, Eliminate Geth Bunker. If you still have outposts to clear on Maji, Antibaar, or Rayingri, proceed to the uncleared outposts to finish the job.

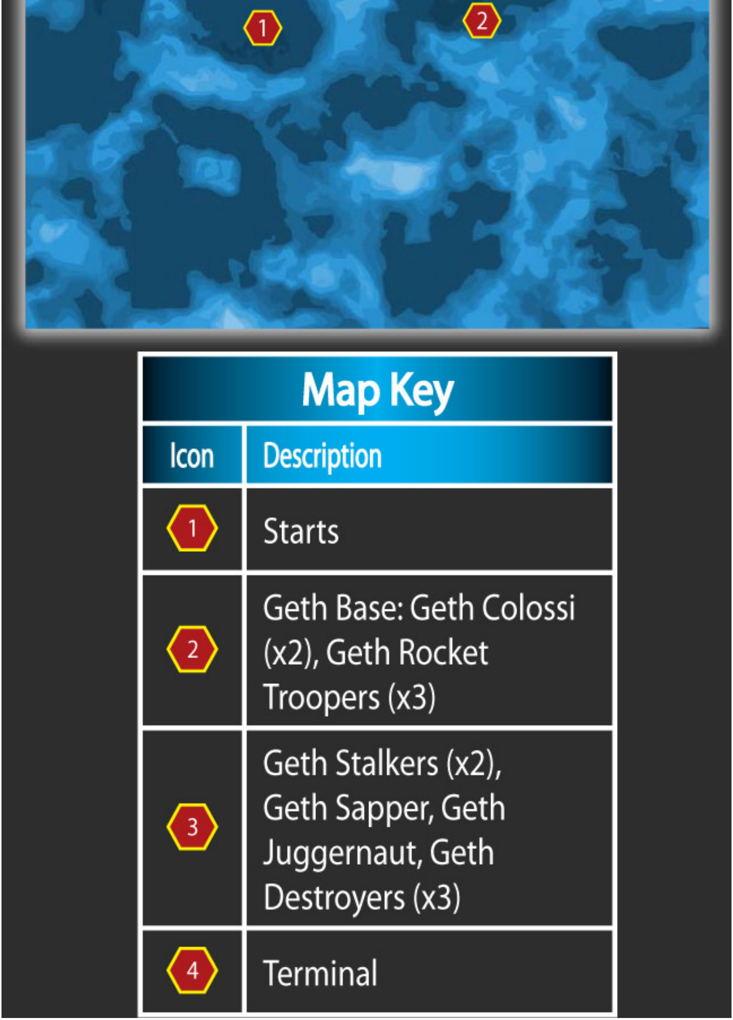


Drop the dropship with the Mako's rockets.

Eliminate Geth Bunker

Solcrum

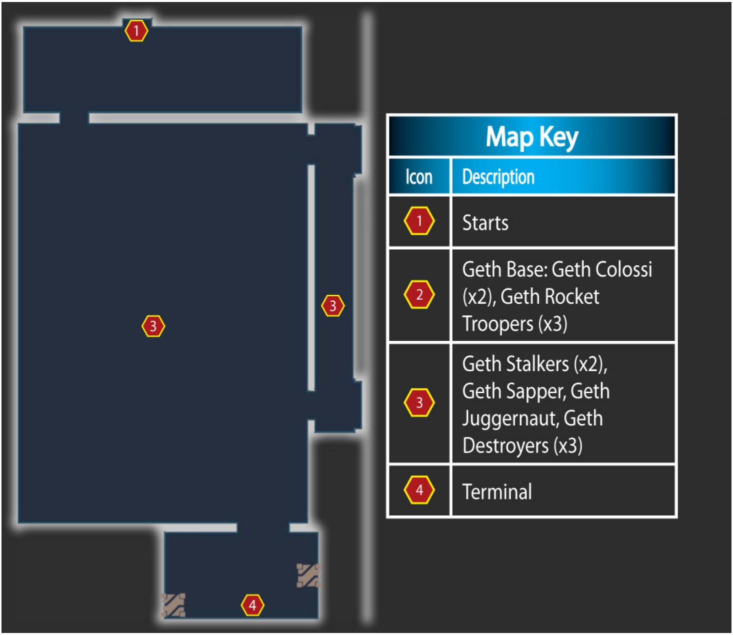




Map Key

Icon	Description
1	Starts
2	Geth Base: Geth Colossi (x2), Geth Rocket Troopers (x3)
3	Geth Stalkers (x2), Geth Sapper, Geth Juggernaut, Geth Destroyers (x3)
4	Terminal

Solcrum Geth Base



Map Key

Icon	Description
1	Starts
2	Geth Base: Geth Colossi (x2), Geth Rocket Troopers (x3)
3	Geth Stalkers (x2), Geth Sapper, Geth Juggernaut, Geth Destroyers (x3)
4	Terminal

Caution

Solcrum's environment is a level 1 hazard. When outside of the Mako, stick close to it at all times to avoid taking damage.

The main geth base of operations is located on the planet Solcrum in the Grissom System of the Armstrong Nebula cluster.

The geth base is only slightly east of your insertion point, but due to the steep, mountainous terrain, you may have to travel over the ridge that surrounds the insertion point and drive along the valley floor until you reach the base.

The geth base is fortified with two geth colossi. The best way to fight them is from a distance, with the Mako turned sideways. The colossi always fire at the front of the Mako, so all you have to do to avoid their blasts is activate the Mako's jump jets just before impact.

If you find that you're still taking some splash damage, try backing the Mako up several feet instead of using the jets.

Liara
Shepard
Garrus
294M
Level 1 Hazard
400M

Take out the base's defenders before moving in.

The interior of the base is defended by geth stalker, and to make matters worse, your radar is jammed. The geth in the main room are well entrenched and won't make the mistake of leaving their secure positions.

Start by using the frame of the entrance as cover and pick off the geth stalkers and geth sapper that leap up onto the ceiling, but be careful not to take too much fire from the other geth.

From there, try to snipe the geth juggernaut and geth destroyers from as great a range as possible, and don't sacrifice cover for a clear shot. All of these geth are armed with extremely powerful weapons that can kill you or any member of your team quickly.

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8
Quick Slots
Geth Sapper

Liara
Shepard
Garrus
JAMMED
40M

Shoot the geth stalkers and sapper from the relative safety of the doorway before moving into the room.

When the last geth falls, you receive a message telling you that a monitor displays the image of a quarian singing a mournful song, intended for distant geth worlds.

Returning to the Normandy and accessing the Galaxy Map at this point completes the **UNC: Geth Incursions** assignment, but there is something else that you can do while you are here:

There is a geth terminal (1) in the southern room of the base's first floor. Override it to receive encrypted geth data files that could reveal much about the evolution of the geth since the banishment of the quarians.

This triggers the **Tali and the Geth** assignment, which is covered in detail in the last part of the Spectre Assignments section of this guide.

UNC: Depot Sigma-23

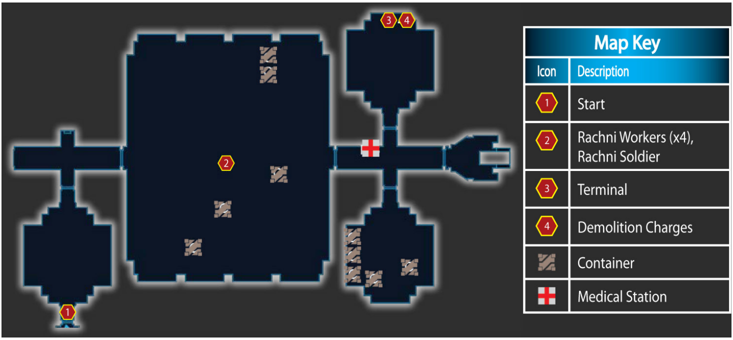
How to Get It: Coordinates given by a computer in Listening Post Theta (see UNC: Listening Post Theta)

When It Is Available: After completing Noveria; cannot be triggered after you go to Ilos

Where It Takes Place: Unidentified Space Facility, Gorgon System, Argus Rho cluster

Special Notes: None

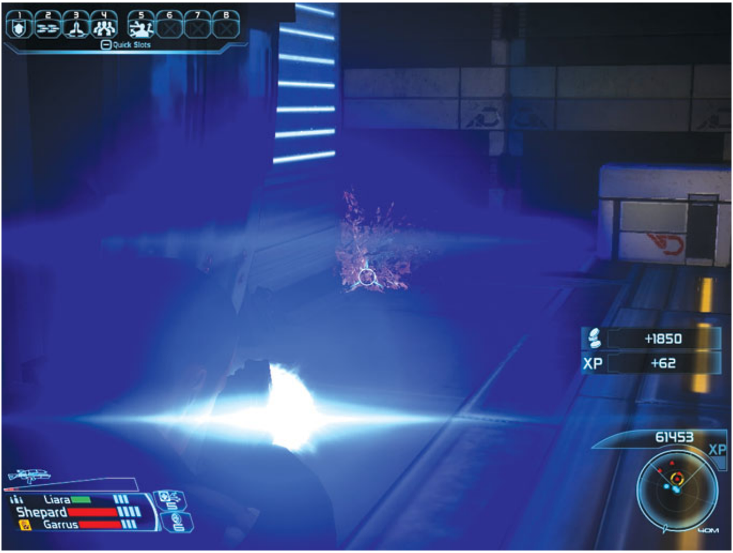
Unidentified Space Facility



A **computer termina**l in Listening Post Theta gives you a clue that there is a supply freighter in the Argus Rho cluster whose automated drone supply ships are responsible for sending rachni out across the galaxy.

Travel to the Gorgon System in the Argus Rho cluster to find an unidentified freighter. Board it with a team equipped to fight unshielded, organic enemies that use toxic attacks (rachni).

The main hold of the unidentified freighter is a labyrinth of crates and boxes, and is populated by four rachni workers that rush at you and explode in a toxic cloud when they get close. Shooting them from a distance can be tricky because of all of the narrow pathways and blind corners in the hold.



The rachni workers are small, fast toxic bombs waiting to explode.

Your best strategy is to send your squad mates out ahead of you to lure the rachni workers out of hiding. In a best-case scenario, your squad mates can kill the rachni before they explode.

In a worst-case scenario, your team winds up getting taken out by the rachni, but they'll recover as soon as you finish clearing out the hold.

Note

There's also an acid-spitting rachni soldier in the hold; it's not as prone to rushing you, so you'll have to hunt it down and kill it.

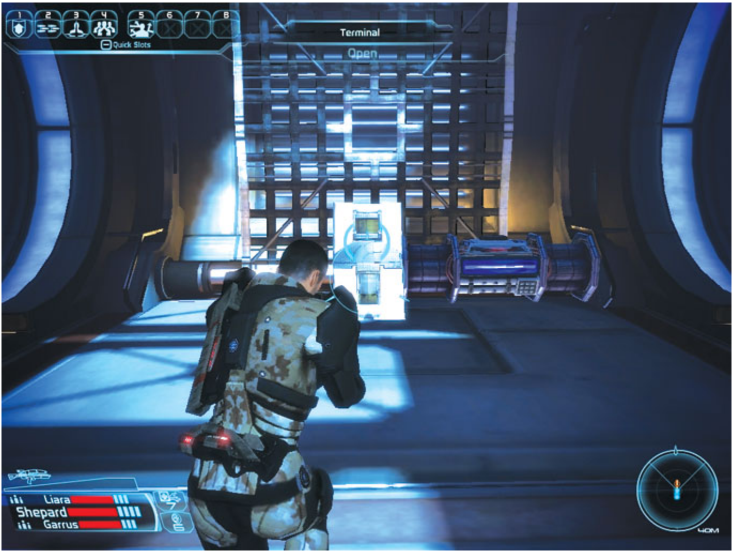
After clearing out the rachni, proceed through the hold's eastern door and then through the northern door following it to reach the northeast room in the freighter.

Access the terminal inside to hear the personal data records of Major Elena Flores to hear that the ship was used by the Cerberus organization to field-test new biological weapons—the rachni.

Something went wrong and the rachni escaped, scattering themselves across the cluster via supply ships. This triggers the next task, *Set Off Demo Charge* .

Note

If you have Wrex in your party, he comments on the irony of encountering another failed experiment with the rachni. After all, it was the krogan who were called upon to destroy the rachni the last time they tried to overrun Citadel space. He's glad to see that humans are at least consistently stupid.



Access the terminal to hear about Cerberus's failed rachni experiments.

Set Off Demo Charge

After you listen to the logs, arm the demolition charges next to the terminal, which triggers the appearance of hordes of new rachni in the hold.

Don't go out of your way to fight them—you need to get off of the ship and back to the *Normandy* before the charges' countdown expires—and you do, too. This completes the assignment.

UNC: Derelict Freighter

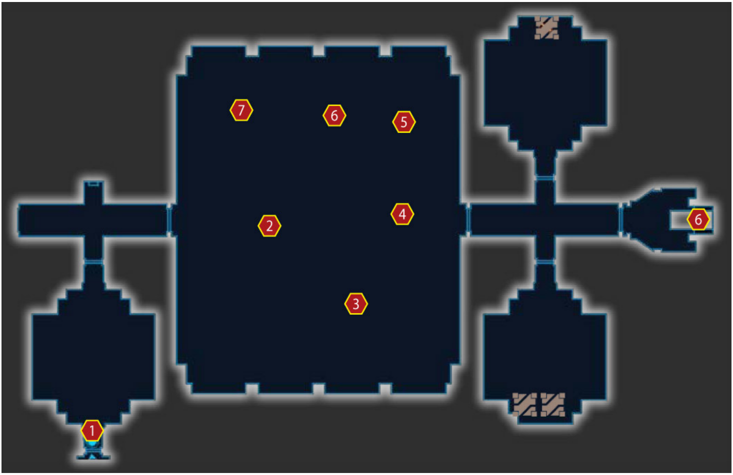
How to Get It: Travel to the Caspian System in the Maroon cluster and spot the *MSV Cornucopia* on the galaxy map

When It Is Available: After completing Feros; cannot be triggered after you go to Ilos

Where It Takes Place: *MSV Cornucopia* , Caspian System, Maroon Sea cluster

Special Notes: None

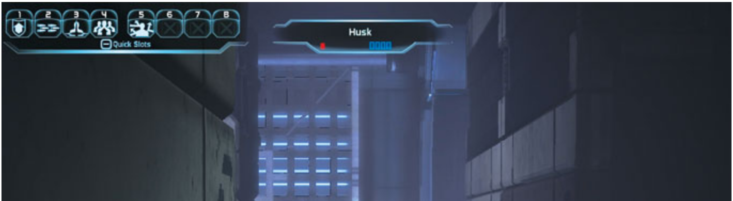
MSV Cornucopia

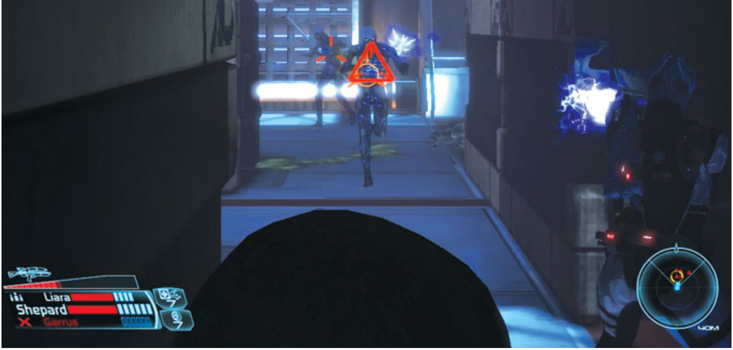


Traveling to the Caspian System in the Maroon Sea cluster puts you in the same system as the MSV *Cornucopia* , a ship that you can board.

When you first enter the cargo hold of the *Cornucopia* , your radar doesn't pick up any enemy readings, but don't let that lull you into a false sense of security. Six groups of husks are lying in wait in the cargo hold's maze of crates.

Send your squad mates out ahead of you to lure the husks out—remember, if the husks kill *you* , it's a mission failure, but if they KO your squad mates, you can revive them as soon as there are no hostiles in the area.





Watch out for the husks in the labyrinthine cargo hold of the ship.

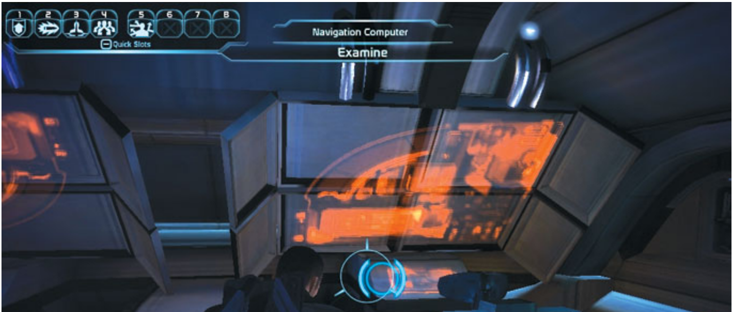
With the hold secure, proceed through its eastern door and continue going east to reach the cockpit. Access the navigation computer in the cockpit to find out that, according to the log records, the ship was out near the Perseus Veil when they came across an alien artifact.

They brought the item on board and then plotted a course straight into the Perseus Veil, as if they wanted the geth to find them. After that, the entries don't make much sense: It's as if the captain's mind was falling apart.

The geth evidently turned the crew into husks and sent the ship back into human territory, where someone would find it.

Note

If you have encountered Sovereign on Virmire, you recognize the artifact's hypnotizing effect on the crew as a form of Sovereign's indoctrination.



Liara
Shepard
Garrus
40M

The ship's navigation computer contains the logs that detail how the crew came to be turned into husks.

Discovering the tragic story behind the MSV Cornucopia completes the assignment. Return to the Normandy when you're done.

UNC: Listening Post Alpha

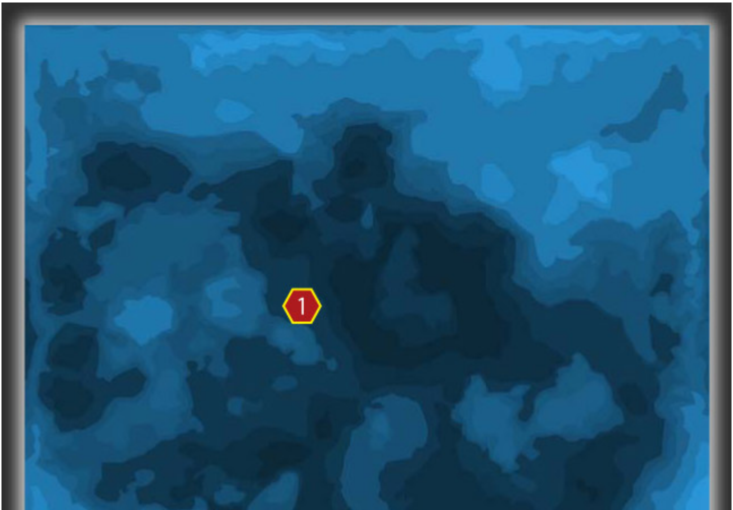
How to Get It: Enter Erebus System in Styx Theta cluster or access Listening Post Theta comm to hear distress call

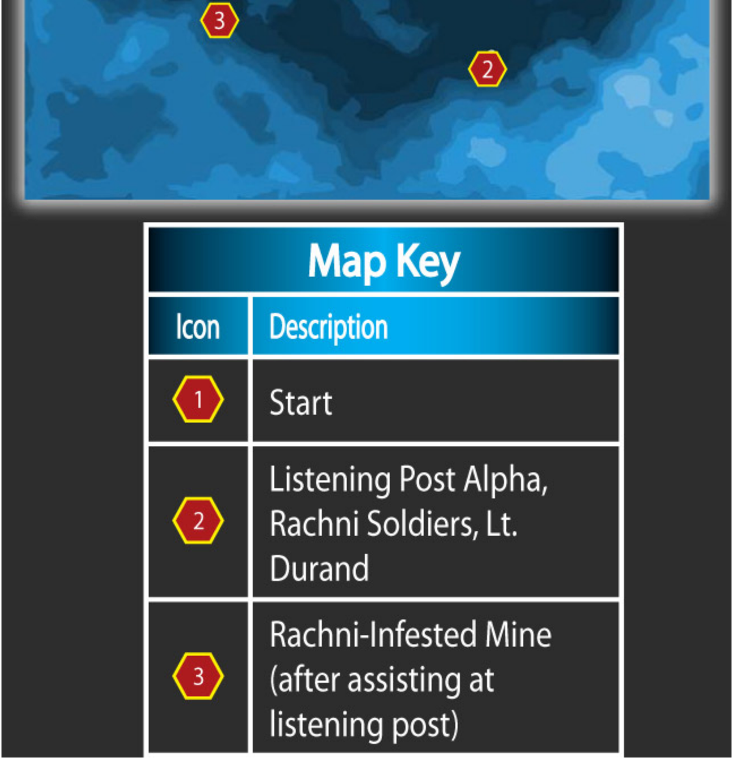
When It Is Available: After completing Noveria; cannot be triggered after you go to Ilos

Where It Takes Place: Nepmos, Erebus System, Styx Theta cluster

Special Notes: None

Nepmos





Map Key

Icon	Description
1	Start
2	Listening Post Alpha, Rachni Soldiers, Lt. Durand
3	Rachni-Infested Mine (after assisting at listening post)

Travel to the Erebus System in the Styx Theta cluster, and you receive an urgent distress call from Lt. Marie Durand of the Alliance marines.

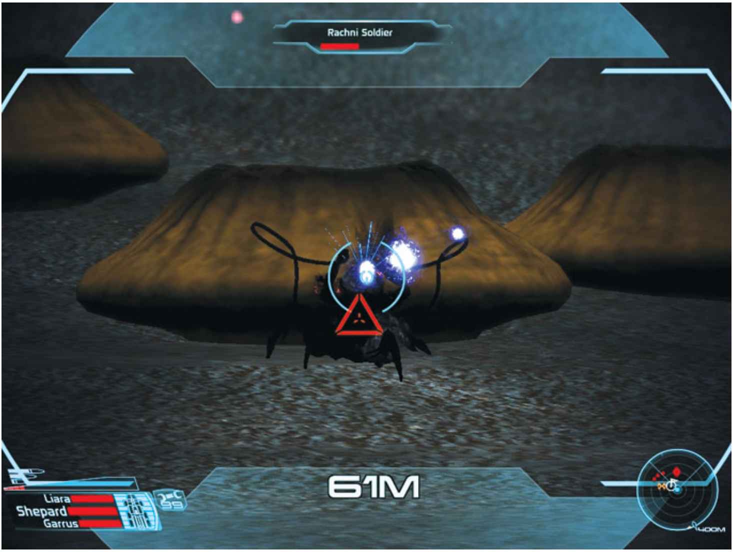
The listening post where she's stationed has been overrun by unidentified hostile life forms, and she requests immediate extraction. Land on the planet Nepmos with a squad equipped to handle rachni (organic, unshielded enemies who use toxic attacks).

Note

You can hear this same distress call if you complete **UNC: Listening Post Theta** and access the FTL comm at the end of it.

The listening post that you received the distress call from is southeast of your insertion point. It is crawling with rachni soldiers that the human base defenders are trying to fight off.

Give them a hand and destroy every rachni that crawls up from the dirt mounds around the listening post.



The rachni soldiers pour out of the dirt mounds around the listening post.

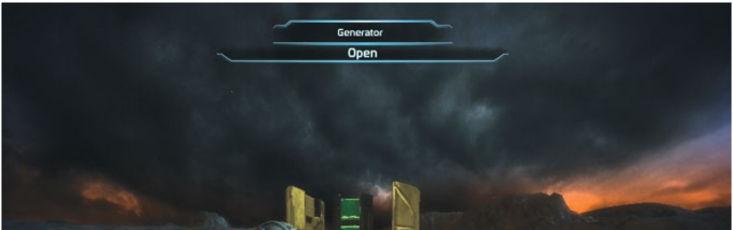
As you assist the Alliance marines in repelling the first wave of rachni, a timer starts to count down the approach of a rachni swarm. Take this opportunity to run over and investigate the listening post's generator.

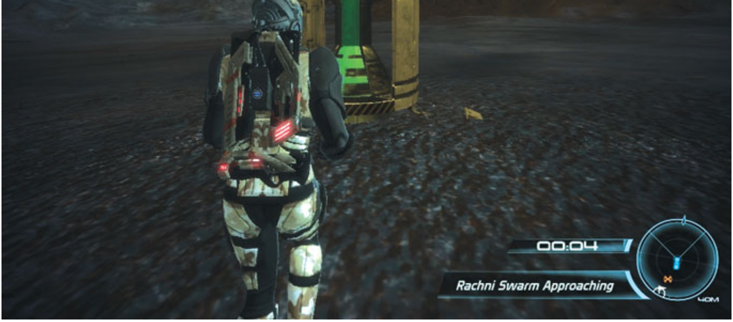
It has been heavily damaged by the rachni, leaving the nearby defensive turrets inoperable. You have the option of hooking it up to the Mako's engine, but doing so prevents you from driving the Mako or using its weapons.

Tip

Sacrificing the Mako's protection and attack power to power up the turrets is recommended. Although you lose the armored vehicle's protective shell, the automated firepower you gain by reactivating the turrets is worth it.

At any point, you can approach the generator, disconnect the Mako, and get back inside it if you need to.





By sacrificing your use of the Mako, you can power up the generator and restore the defensive turrets.

Regardless of whether you reactivate the defensive turrets, rachni soldiers start swarming out of the dirt mounts again when the timer expires. Assist the marines in taking them out as quickly as you see them.

Move your reticle along the entire line of dirt mounds to keep the rachni from getting too close, and keep an eye on your radar to zero in on any that slip by you.

After this second swarm has been destroyed, the timer reappears to count down the appearance of a third, larger swarm of rachni. Kill them in the same manner.

Tip

Stay near the marines and the turrets (if activated). They automatically fire on the closest rachni.

After the third wave of rachni has been repelled, speak to Lt. Durand. She tells you that another Alliance listening post went offline three days ago. She doesn't know any more than that and suggests you might want to look in on them.

Note

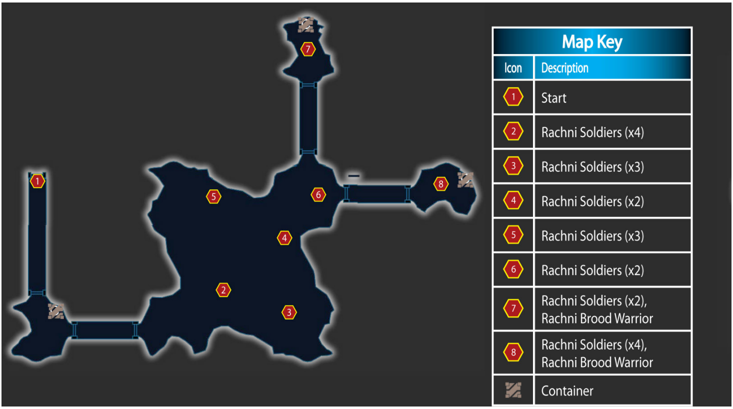
The information about the other Alliance listening post doesn't trigger **UNC: Listening Post Theta** , but it points you in the direction of that assignment.

A marine approaches Lt. Durand and tells her that they've scanned a large hollow space 500 meters under the surface. That's got to be where the rachni are coming from.

The marines are in no shape to organize a clearing operation. It's up to you. This completes the current task and brings up *Destroy Rachni Base* . It also updates your map with the location of a rachni-infested mine, your next destination.

Destroy Rachni Base

Rachni Infested Mine



Map Key

Icon	Description
1	Start
2	Rachni Soldiers (x4)
3	Rachni Soldiers (x3)
4	Rachni Soldiers (x2)
5	Rachni Soldiers (x3)
6	Rachni Soldiers (x2)
7	Rachni Soldiers (x2), Rachni Brood Warrior
8	Rachni Soldiers (x4), Rachni Brood Warrior
▨	Container

The rachni-infested mine is west of the listening post. Drive there in the Mako and enter the mine.

Note

If you connected the Mako to the listening post generator, you need to disconnect it from the generator before you can drive it.

As soon as you go about one-third of the way into the large cavern in the center of the mine, rachni soldiers start pouring in from all directions and attacking with their toxic spray.

For this reason, it’s a good idea to remain near the entrance to the large cavern, send your squad mates ahead, then recall them as soon as the rachni appear.

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Quick Slots

Liara
Shepard
Garrus
40M

The main cavern is crawling with rachni. Advance carefully.

Continue cautiously making your way northeast through the large cavern. Watch carefully for the appearance of more rachni. Go through the northern door in the northeast corner of the main cavern to trigger the appearance of additional rachni warriors and a much stronger rachni brood warrior.

Kill them all and proceed to the eastern alcove in the mine's northeast corner to face four more rachni warriors and a second rachni brood warrior. When the second brood warrior is killed, Nepmos is finally clear of rachni and the mission is complete.

UNC: Listening Post Theta

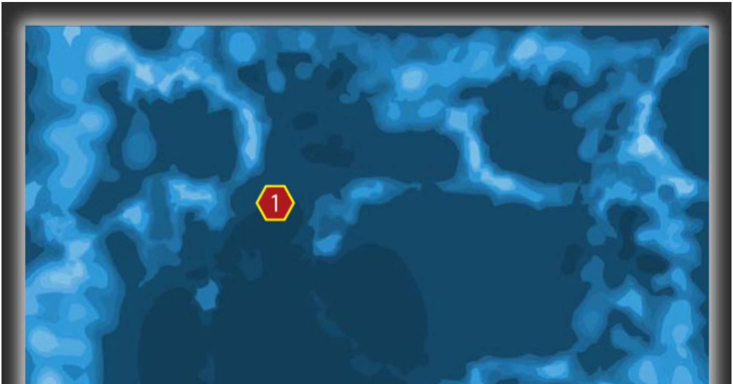
How to Get It: Get info from marines during UNC: Listening Post Alpha, or just find it in the Acheron System of the Styx Theta cluster

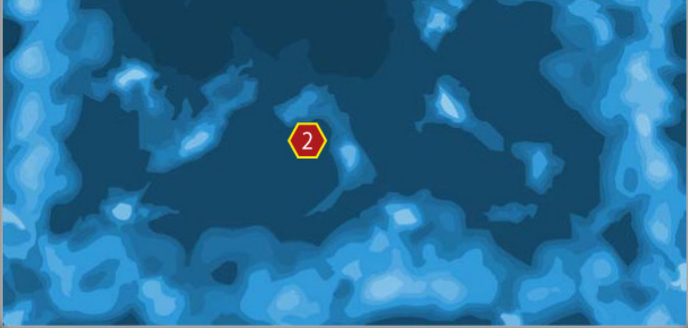
When It Is Available: After completing Noveria; cannot be triggered after you go to Ilos

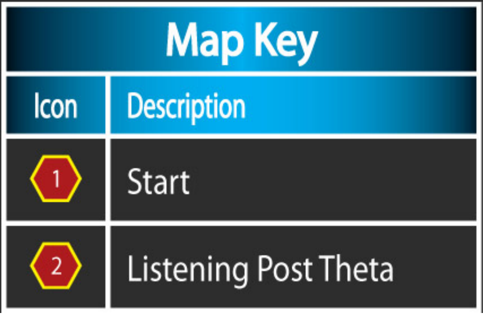
Where It Takes Place: Altahe, Acheron System, Styx Theta cluster

Special Notes: None

Altahe







Map Key	
Icon	Description
1	Start
2	Listening Post Theta

If you completed the **UNC: Listening Post Alpha** assignment, Lt. Durand told you that another Alliance listening post went offline several days ago and she asks you to investigate.

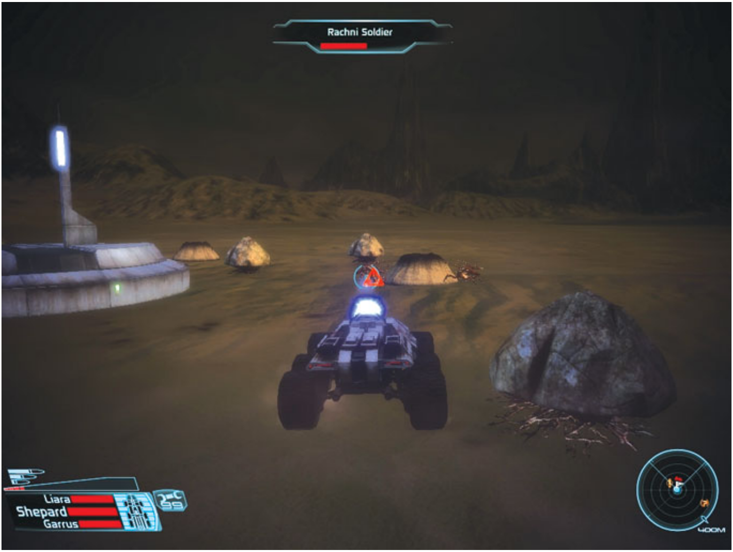
When you're back on board the *Normandy* , set a course for the Acheron System in the Styx Theta cluster and land on Altahe. Once again, you will be fighting rachni, so take along a squad prepared to handle organic, unshielded enemies that use toxic attacks.

Note

You don't need to talk to the marines on Listening Post Alpha or complete that UNC assignment to trigger this assignment. You can just go straight to Altahe.

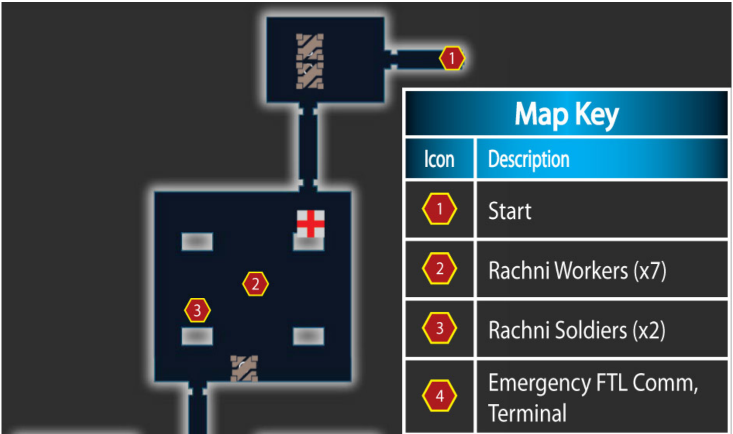
Listening Post Theta is south of your insertion point. Drive there in the Mako to find it surrounded by the same type of rachni tunnels as Listening Post Alpha. Unfortunately, there don't seem to be any defenders left outside of Listening Post Theta.

Clear the area of rachni, park the Mako next to the entrance to the listening post, and enter it.



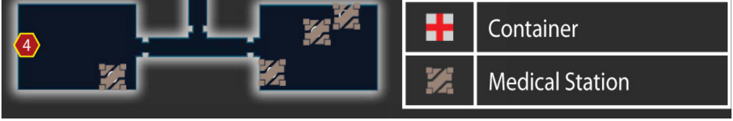
Listening Post Theta is surrounded by rachni tunnels.

Listening Post Theta



Map Key

Icon	Description
1	Start
2	Rachni Workers (x7)
3	Rachni Soldiers (x2)
4	Emergency FTL Comm, Terminal



Human bodies litter the antechamber of Listening Post Theta. Move into the base's main room to see the reason why: A horde of rachni workers has taken over the base. They scurry toward you as soon as you draw their attention.

There are also a couple of rachni soldiers on the opposite side of the room from the entrance.

Tip

A volatile cryo containment cell is just inside the main room. Shoot it to take out several rachni at once.

Clear the main room and proceed into the station's southwest room to find an emergency **FTL comm** . Access it to hear Lt. Durand's distress call (which you heard already upon entering the Erebus System if you completed **UNC: Listening Post Alpha**).

Next to the FTL comm is a **terminal** . If you use the terminal, you note that the listening post just received a supply run two days ago. It seems that the rachni came from the supply ship, which originated from a supply depot in the Argos Rho cluster. Getting this information completes the assignment.

UNC: Lost Freighter

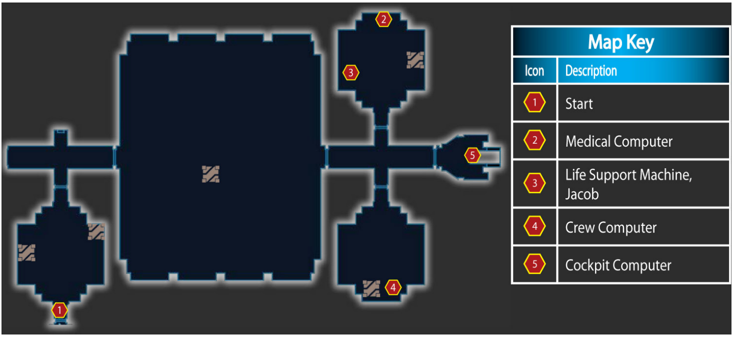
How to Get It: Discover the MSV Worthington in the Ming System of the Gemini Sigma cluster

When It Is Available: After completing Noveria, Feros, or Therum; cannot be triggered after you go to Ilos

Where It Takes Place: MSV *Worthington* , Ming System, Gemini Sigma cluster

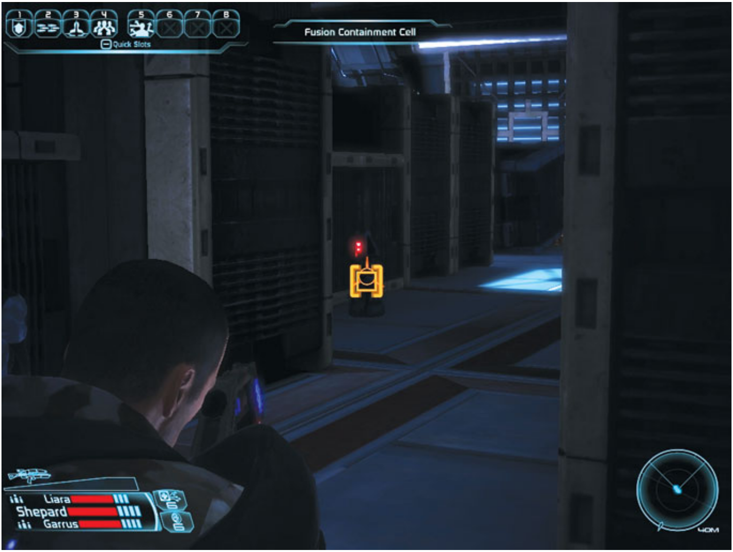
Special Notes: None

MSV Worthington



The MSV *Worthington* is adrift in the Ming System of the Gemini Sigma cluster. Board it with a team prepared to handle a human biotic. The first thing your squad notices is that the ship is almost completely shut down; only the most basic life support is functioning.

The main hold of the ship is littered with fusion containment cells that explode as you walk by them. Shoot them from a distance to detonate them prematurely as you cross to the door in the east wall of the main hold.

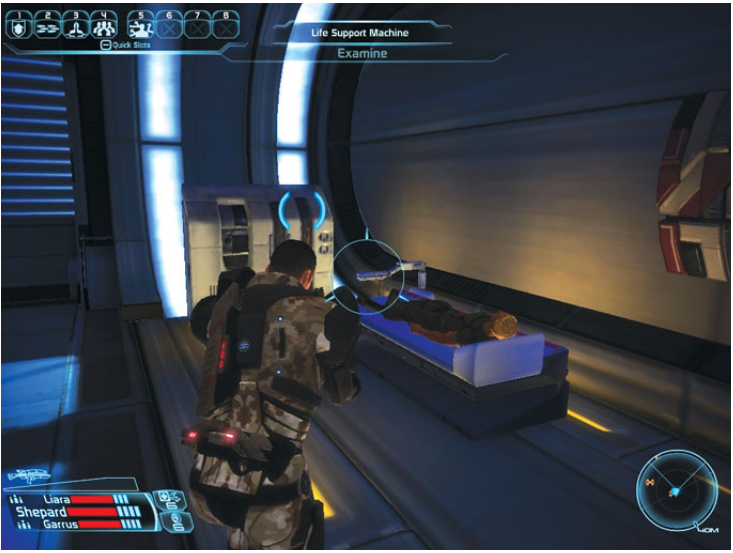


Watch out for the fusion containment cells—they explode if you get too close.

Go into the ship's northeast room to find a **medical computer** . Play the logs on it to hear about a man named Jacob, who is dying because his brain was deprived of oxygen for too long.

The person recording the log is more concerned about a woman named Julia, who is showing signs of severe depression. She's been given meds, but the speaker seems to think she's worth warning the captain about.

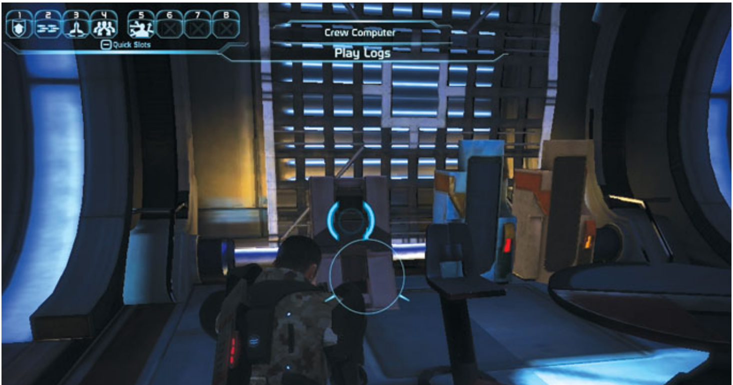
A **life support machine** in the room is keeping a man (presumably Jacob) alive. You can choose to turn the machine off or leave it on.



The life support machine is the only thing keeping this brain-dead man alive.

The southeast room of the ship contains a crew computer that you can also use to play logs. Listen to them to hear a woman (Julia) talk about how "they" want to shut off Jacob's machines and kill him.

He's the only thing that matters to her, and she doesn't know how to help him. She didn't take the meds that Dr. Smith gave her, because she won't give up trying to help Jacob.



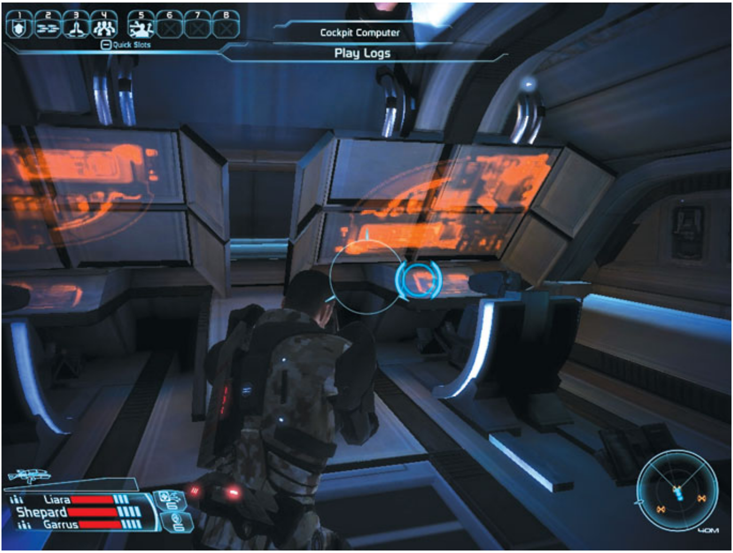
Liara
Shepard
Garrus
40M

The logs in the crew computer tell Julia's side of the story.

Proceed to the cockpit at the east end of the ship. Access the cockpit computer to hear another log; this one seems to have been recorded by the captain. He says that Jacob wouldn't want to have been kept alive by machines if there was no hope of recovery, so they plan on disconnecting his life support.

He notes that Dr. Smith is worried about Julia, who can't seem to let Jacob go. The stress is causing her biotic implants to flare up, causing intense migraines.

The captain says that they don't plan on telling her until after they've shut off the life support. Suddenly, the captain cries out to Julia, asking her what she's doing there. The next sound you hear is a choked scream. The log ends.



The logs on the cockpit computer make it sound as if Julia attacked the captain.

As soon as you hear the cockpit computer log, turn around and face west, because Julia is in the cargo hold, and she's running toward you. Julia is a powerful biotic who tries to incapacitate your squad quickly.

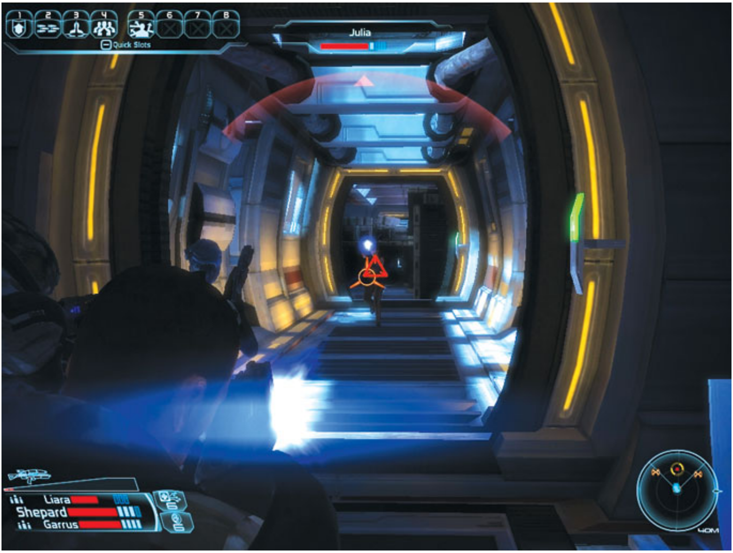
If you can survive her initial attack, you shouldn't have much trouble killing her. This completes the assignment.

Note

Julia's appearance is triggered if you access all three logs, or if you turn off the life support machine.

Caution

Be careful on your way back through the ship's hold when you return to the Normandy. If there are any fusion containment cells left, they're still primed to explode when you pass near them.



Julia attacks after you listen to the cockpit computer logs.

UNC: Lost Module

How to Get It: Enter the Attican Beta cluster for the first time to receive a message from Admiral Hackett

When It Is Available: After you gain command of the *Normandy* ; cannot be triggered after you go to Ilos

Where It Takes Place: Eletania, Hercules System, Attican Beta cluster

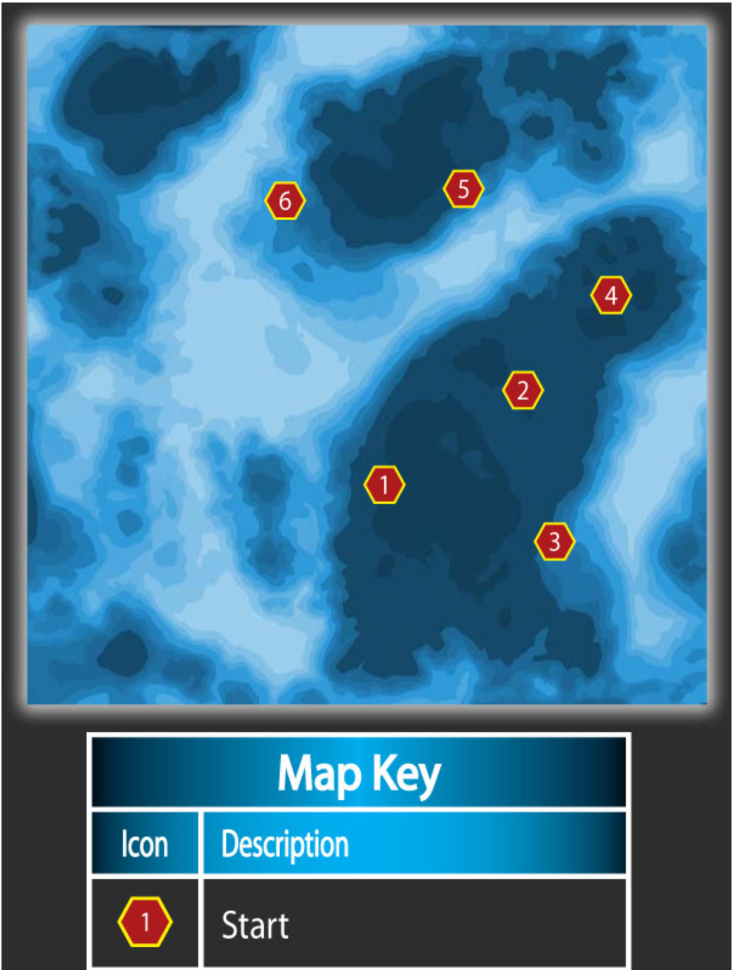
Special Notes: None

When you travel to the Attican Beta cluster, you receive a message from Admiral Hackett of Alliance Command, who tells you that one of the Alliance's surveillance drones in the region was spotted by the geth and shot down. Hackett needs you to recover the drone's data module before the geth find it.

This triggers **UNC: Lost Module** and its first task, *Go to Hercules System* . Take a squad equipped to handle geth opposition (synthetic, shielded enemies) and land on Eletania.

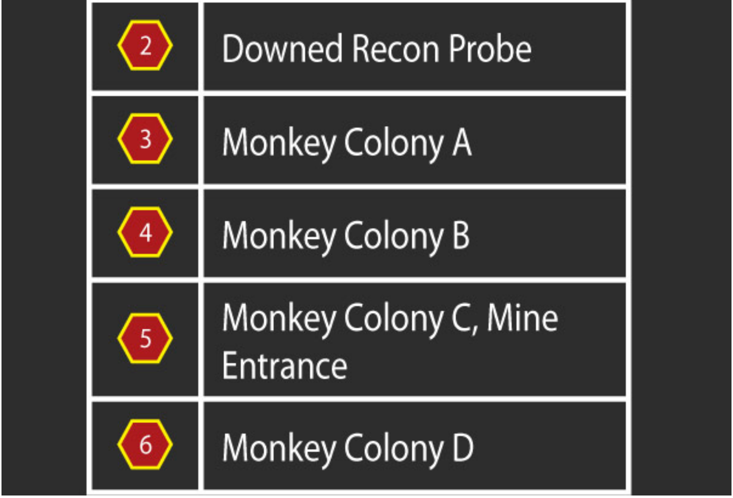
Go to Hercules System

Eletania



Map Key

Icon	Description
1	Start



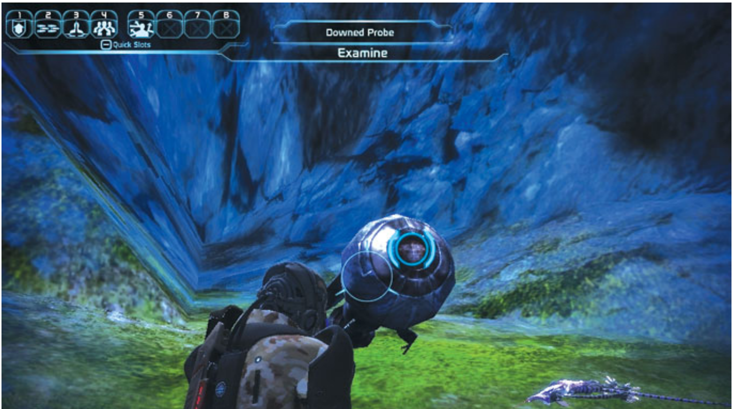
2	Downed Recon Probe
3	Monkey Colony A
4	Monkey Colony B
5	Monkey Colony C, Mine Entrance
6	Monkey Colony D

Caution

Eletania's environment is a level 1 hazard. If you don't have the necessary protective gear, stay close to the Mako when you're on the surface.

The downed **recon probe** is northeast of your insertion point on Eletania. Drive over to it in the Mako, park as close to it as you can, then get out and examine it to find that the **data module** has been removed by a monkey-like creature.

This completes the current task and brings up the next one, *Track the Data Module* .

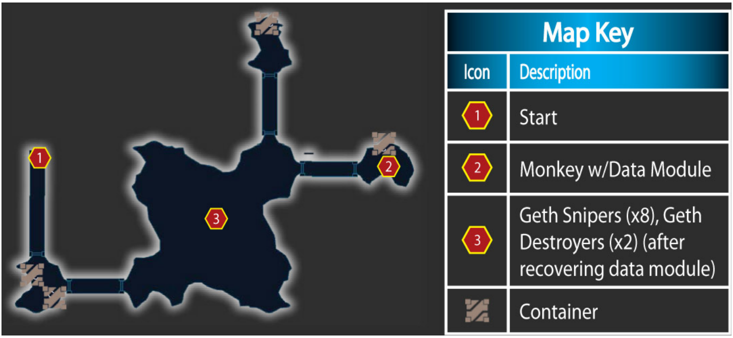


Liara
Shepard
Garrus
Level 1 Hazard
40M

The recon probe is easy enough to find, but it's missing its data module.

Track the Data Module

Eletania Mining Tunnels



Map Key

Icon	Description
1	Start
2	Monkey w/Data Module
3	Geth Snipers (x8), Geth Destroyers (x2) (after recovering data module)
▨	Container

Get back into the Mako and look at your in-game map, which has been updated with the locations of four monkey colonies.

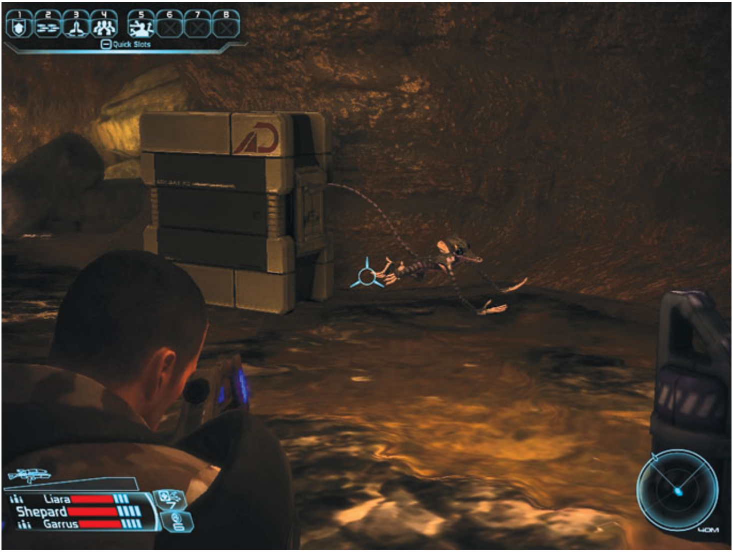
At each monkey colony, you can either choose to kill the monkeys and see if any of them drops the module (Renegade choice) or get out of the Mako and search them individually for it (Paragon choice).

Liara
Shepard
Garrus
49M
Level 1 Hazard
400M

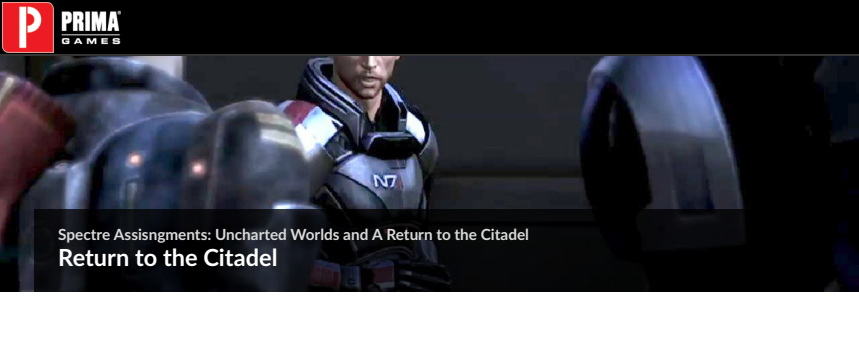
Shooting monkeys is a Renegade act. Searching them is a Paragon one.

There is a mine entrance near Monkey Colony C (5). Enter the mine and go into the eastern alcove in the northeast corner of the mine. Search or kill the monkeys in there to find the one that stole the data module.

As soon as you find the module, the main cavern outside of the alcove fills with geth. You have to go through them to get back out to the surface, so get ready for a fight. Defeat all the geth, exit the mining tunnels, and return to the Normandy to complete the assignment.



A small army of geth arrives as soon as you recover the data module.



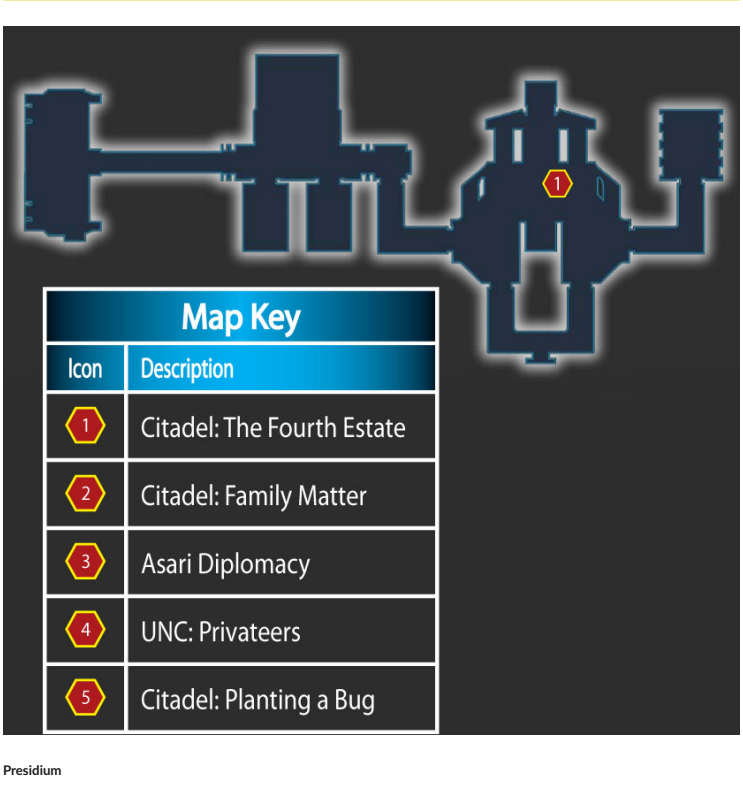
Spectre Assisngments: Uncharted Worlds and A Return to the Citadel

Return to the Citadel

Note

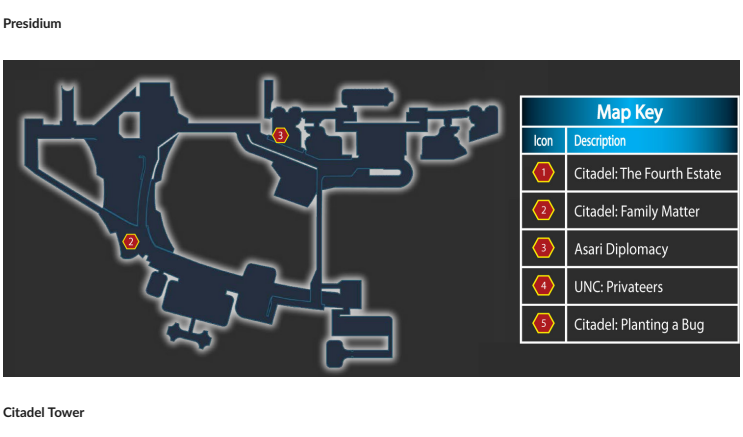
All of the following assignments can be triggered if you return to the Citadel after completing one of the first three post-Citadel, plot worlds (Feros, Noveria, or Therum).

C-Sec Academy



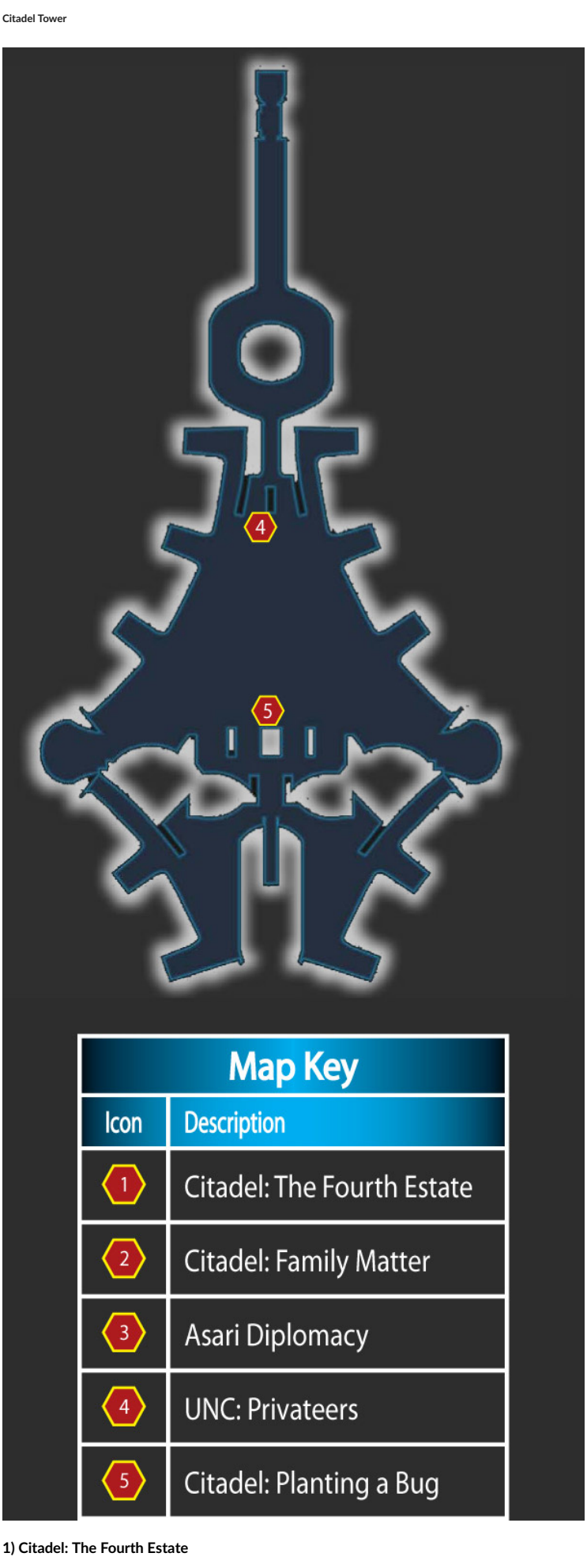
Map Key	
Icon	Description
1	Citadel: The Fourth Estate
2	Citadel: Family Matter
3	Asari Diplomacy
4	UNC: Privateers
5	Citadel: Planting a Bug

Presidium



Map Key	
Icon	Description
1	Citadel: The Fourth Estate
2	Citadel: Family Matter
3	Asari Diplomacy
4	UNC: Privateers
5	Citadel: Planting a Bug

Citadel Tower



Map Key	
Icon	Description
1	Citadel: The Fourth Estate
2	Citadel: Family Matter
3	Asari Diplomacy
4	UNC: Privateers
5	Citadel: Planting a Bug

1) Citadel: The Fourth Estate

How to Get It : Speak to Khalisah Al-Jilani outside the elevator to the docking bays in C-Sec Academy

When It Is Available : After completing any of the first three post-Citadel, plot worlds (Feros, Noveria, or Therum); cannot be triggered after you leave the Citadel after being grounded

Where It Takes Place : C-Sec Academy, Citadel

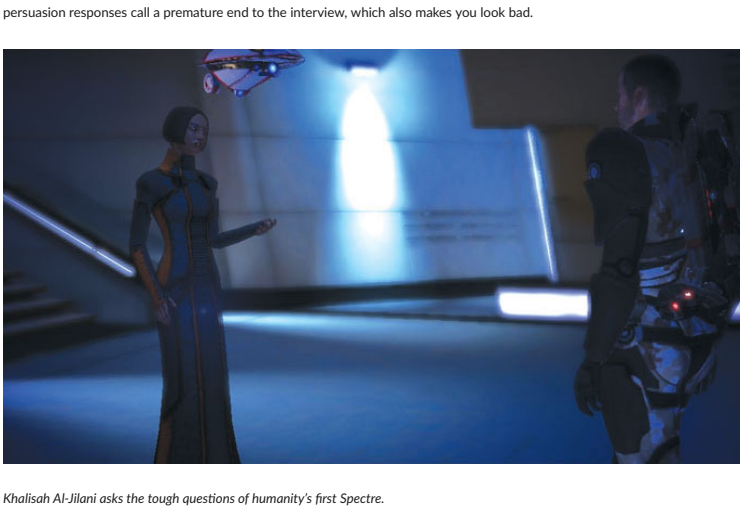
Special Notes : Requires 8 Charm and 7 Intimidate to see all options

A reporter by the name of Khalisah Al-Jilani waits outside the elevator to the docking bays in C-Sec Academy when you return from completing any of the first three post-Citadel, plot worlds (Feros, Noveria, or Therum).

If you speak to her, this triggers **Citadel: The Fourth Estate** and subjects you to a very tough interview that's broadcast live across the Citadel.

To ace the interview, you need to use as many Charm and Intimidate persuasions as you can. Using persuasions lets you field Khalisah's questions without allowing her to lay a glove on you.

Neutral responses further the interview, but you wind up looking foolish. And most of the Paragon or Renegade non-persuasion responses call a premature end to the interview, which also makes you look bad.



Khalisah Al-Jilani asks the tough questions of humanity's first Spectre.

The last question is about Saren. Answering with a left-side response reveals more information about the Saren situation than the Council would prefer to have out there.

The Paragon and Renegade responses on the right side end the interview. The neutral choice ("I can't confirm or deny that") is the safe answer.

This very brief assignment begins when the interview starts and is completed when the interview ends. Your reward is determined by the length of the interview and the quality of your responses.

Using lots of persuasions and keeping the interview going all the way to the end earns you more XP and credits than cutting the interview off early or not using persuasions.

Note

The next time you return to the *Normandy* and access the Galaxy Map, Admiral Hackett will give his evaluation of how you performed during the interview.

2) Citadel: Family Matter

How to Get It : Speak to the Petrovskys in the southwest corner of the Presidium near the bank

When It Is Available : After completing any of the first three post-Citadel, plot worlds (Feros, Noveria, or Therum); cannot be triggered after you leave the Citadel after being grounded

Where It Takes Place : Citadel Presidium

Special Notes : Requires 3 Charm and 3 Intimidate to see all options

If you explore the southwest corner of the Citadel Presidium, you encounter Michael and Rebekah Petrovsky, who are in the middle of a very heated argument and appeal to your judgment to help resolve it.

Michael is the brother of Rebekah's late husband, Jacob, whose child she is carrying.

Michael wants the unborn child to undergo routine gene therapy in utero to minimize the risk of genetic illness when the baby is born, particularly the rare heart condition that killed Jacob.

Rebekah doesn't want to subject her unborn child to the treatments, because there is only a small chance that gene therapy could prevent the heart condition if it does exist, and there is a small but significant danger that the treatments could hurt the baby.

Both are understandably emotional and passionate about their positions. The baby is the last link they have to a man whom they both cared for deeply.

Michael and Rebekah Petrovsky ask you to mediate a very delicate family matter.

Speaking to them triggers **Citadel: Family Matter** There is no right or wrong way to resolve this assignment. The dialogue choices are self-explanatory.

You can either gather more information about the situation, support either Michael or Rebekah's viewpoint, or refuse to get involved.

If you support either person's viewpoint, the other will try to argue against it, which brings up persuasion options if you have the necessary Charm and Intimidate scores.

Using these persuasions convinces the person arguing against you to back down, completing the assignment and earning you a Paragon or Renegade bonus.

Note

You cannot successfully complete this assignment without using persuasions. You can only walk away and leave the Petrovskys to continue arguing.

3) Asari Diplomacy

How to Get It : Speak to the asari Nassana in the embassy lounge in the northern part of the Presidium

When It Is Available : After completing any of the first three post-Citadel, plot worlds (Feros, Noveria, or Therum); cannot be triggered after you leave the Citadel after being grounded

Where It Takes Place : Sharjila, Macedon System, Artemis Tau cluster

Special Notes : Need 4 Charm and 4 Intimidate to see all dialogue options

Note

You can also trigger this assignment at any point after you gain control of the *Normandy* by traveling directly to Sharjila and storming the mercenary base. Return to Nassana at the Citadel when you're done to complete the assignment as described in this walkthrough.

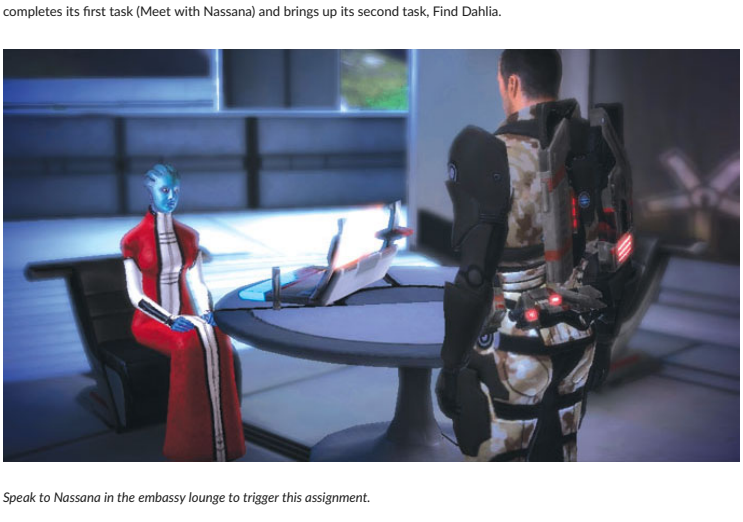
When you return to the Citadel after completing any of the three post-Citadel, plot worlds (Feros, Noveria, or Therum), find and speak to Nassana, an asari diplomat, in the embassy lounge in the Presidium.

Her sister, Dahlia, is a crewmember on a cargo vessel that was attacked by privateers. There were no reported survivors, but last week, Nassana received a message with Dahlia's voice on it.

The raiders decided to hold Dahlia for ransom, which Nassana's family paid, but they never released Dahlia.

This puts Nassana in double jeopardy: Not only is her sister still a hostage, Nassana's diplomatic standing is in jeopardy, as she's required to report any extortion attempts to C-Sec immediately.

Nassana has Dahlia's location; all you need to do is bring her back. If you accept this assignment, it triggers **Asari Diplomacy** , completes its first task (Meet with Nassana) and brings up its second task, Find Dahlia.

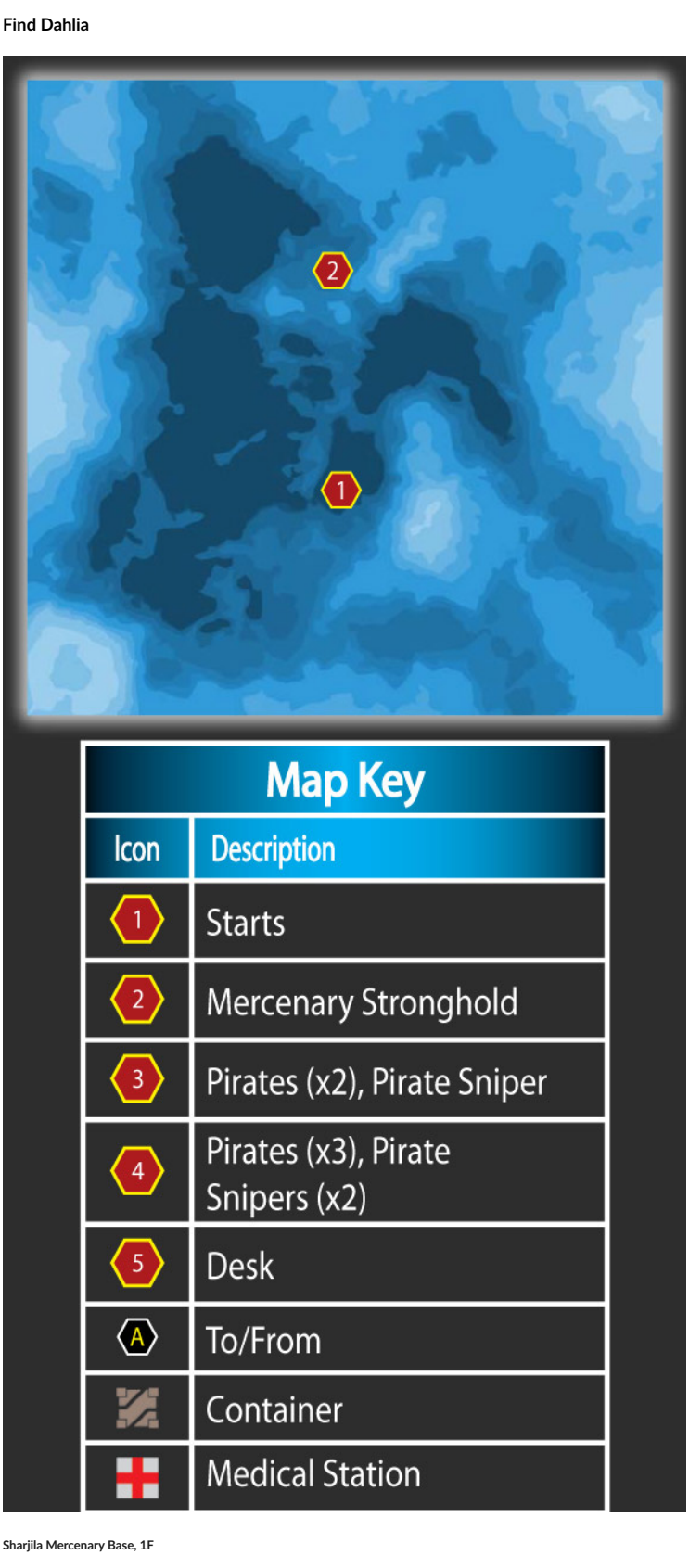


Speak to Nassana in the embassy lounge to trigger this assignment.

Note

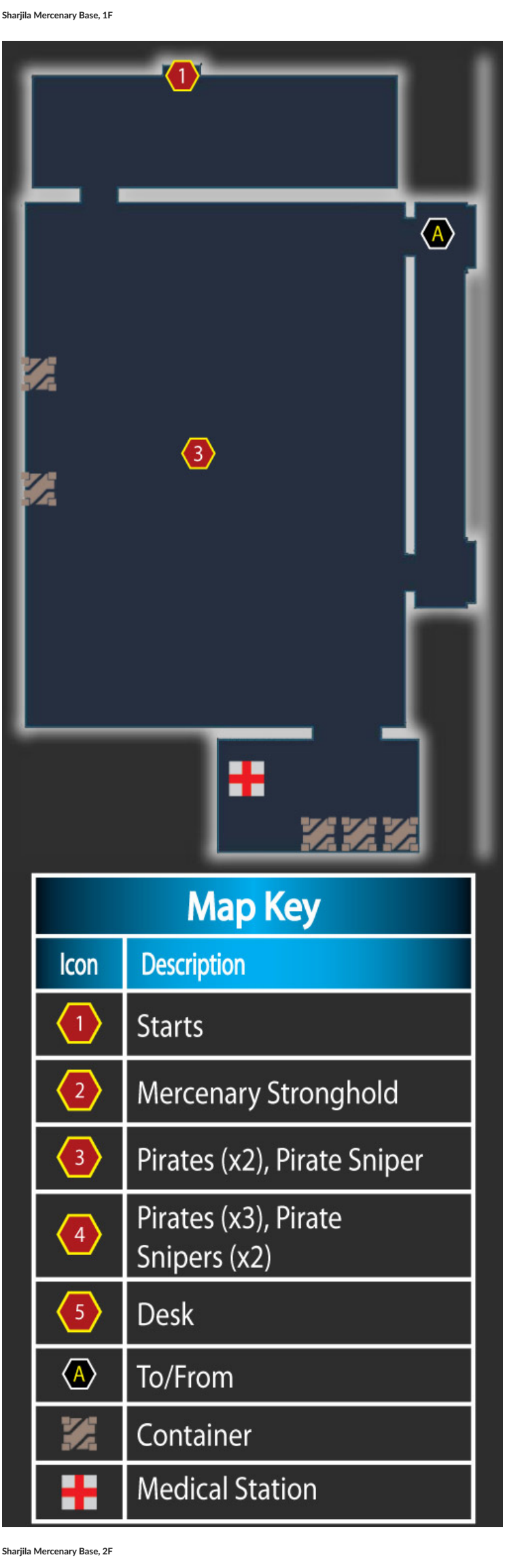
If you decline the assignment, you can return to Nassana at any point before going to Ilos if you change your mind.

Find Dahlia



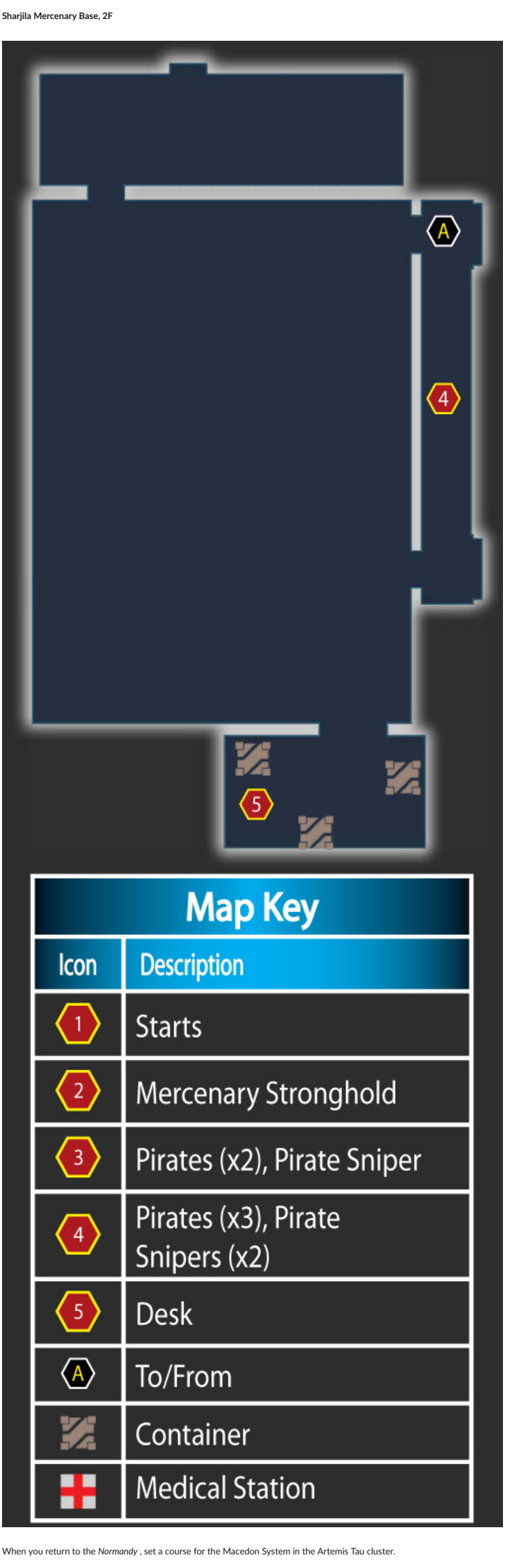
Map Key	
Icon	Description
1	Starts
2	Mercenary Stronghold
3	Pirates (x2), Pirate Sniper
4	Pirates (x3), Pirate Snipers (x2)
5	Desk
A	To/From
▨	Container
✚	Medical Station

Sharjila Mercenary Base, 1F



Map Key	
Icon	Description
1	Starts
2	Mercenary Stronghold
3	Pirates (x2), Pirate Sniper
4	Pirates (x3), Pirate Snipers (x2)
5	Desk
A	To/From
▨	Container
✚	Medical Station

Sharjila Mercenary Base, 2F



Map Key	
Icon	Description
1	Starts
2	Mercenary Stronghold
3	Pirates (x2), Pirate Sniper
4	Pirates (x3), Pirate Snipers (x2)
5	Desk
A	To/From
▨	Container
✚	Medical Station

When you return to the *Normandy* , set a course for the Macedon System in the Artemis Tau cluster.

Land on the planet Sharjila with a team capable of holding their own in combat against human enemies, and head for the mercenary stronghold almost due north from your insertion point.

Caution

Sharjila's environment is a level 1 hazard. Don't stay outside of a structure or the Mako for more than a few seconds, or you will start taking damage.

The stronghold is securely guarded by four pirate snipers in towers and four pirates on the ground.

Try to take down the enemies in the towers first from a distance, and then roll in with the Mako's guns blazing to run over and shoot the rest.

Be careful not to get hung up or flipped over on the shields around the stronghold. Above all, don't get overconfident.

Just because you're in the Mako and they're limited to small-arms fire doesn't mean that they can't take you out if you're careless.

+4400
XP +89
67657
133M
Level 1 Hazard
Liara
Shepard
Garrus

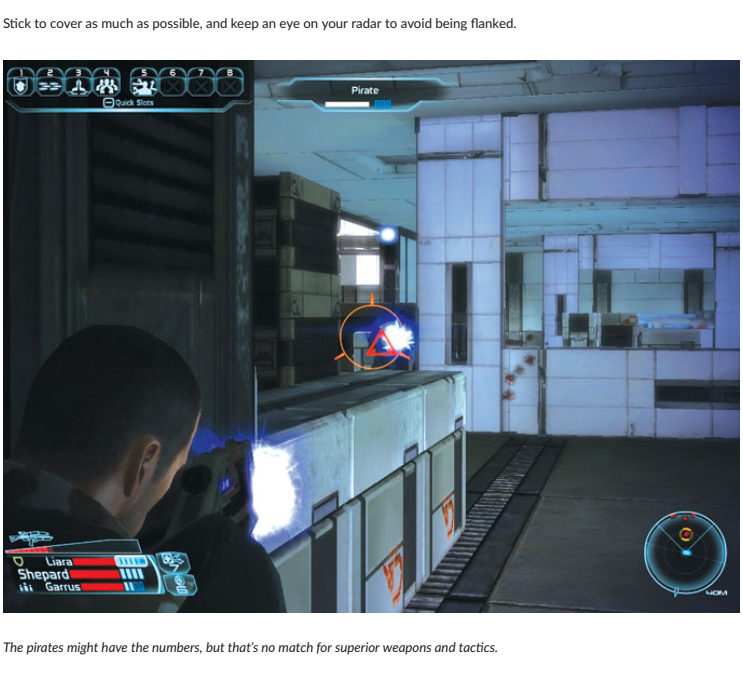
Destroy all the pirates and pirate snipers guarding the stronghold.

When the stronghold's perimeter is clear, drive up to the entrance, exit the Mako, and hustle into the mercenary base.

There are eight human and krogan pirates and pirate snipers in the main room of the first floor and the second floor balcony.

You've probably cleared out more than a few areas like this by now, so use the same strategies that have worked for you in the past.

Stick to cover as much as possible, and keep an eye on your radar to avoid being flanked.



The pirates might have the numbers, but that's no match for superior weapons and tactics.

When the interior is clear of enemies, go up to the southern room on the second floor and investigate the **desk** inside to find evidence that Nassana's sister wasn't a kidnapping victim, she was the leader of the pirates you just killed!

This completes the current task and brings up the next one, Inform Nassana.

Desk
Investigate
Liara
Shepard
Garrus

The desk on the second floor contains information that proves that Nassana wasn't telling the truth.

Inform Nassana

Return to the Citadel and confront Nassana in the embassy lounge to tell her that Dahlia is dead, and you know that she was blackmailing Nassana.

She explains that if people found out that her sister was a criminal, she would lose her security clearance, and her diplomatic career would be over.

Nassana offers to transfer credits into your account as a token of her appreciation, but if you have sufficient Charm and Intimidate scores, you can use persuasions that get you a better deal—authorization to purchase powerful, prototype asari mods that would otherwise be unavailable to you.

When your conversation with Nassana concludes, so does the assignment.

Note

If you persuade Nassana to authorize you to purchase asari mods, you can now purchase Omni-tools and bio-amps made by the Aramali Council manufacturer at various shops.

4) UNC: Privateers

How to Get It : Speak to Garoth in the Citadel Tower **visiting the Stren** uus system after becoming a Spectre

When It Is Available : After speaking with Garoth or visiting the Strenuus system after becoming a Spectre; cannot be completed after you leave the Citadel after being grounded

Where It Takes Place : Xawin, Strenuus System, Horse Head Nebula cluster

Special Notes : None

Note

There are two other ways to trigger this assignment.

You can access a terminal on Noveria in the lower floor of the Synthetic Insights offices, or you can simply head straight to the Strenuus system in the Horse Head Nebula cluster and scan the frigate near Xawin.

A man named Garoth stands at the northern end of the Citadel Tower after the Council makes you a Spectre. Speak to him and ask "What's wrong?" to find out that his brother's ship, the Majesty, has disappeared.

They either suffered massive mechanical failure or they were attacked. Garoth has the ship's last known coordinates and asks you to find out what happened to it.

Accept the assignment to get the coordinates from Garoth and trigger **UNC: Privateers** , along with its first task, *Go to the Strenuus System* .

Speak to Garoth to hear about his brother and trigger the assignment.

Go to the Strenuus System

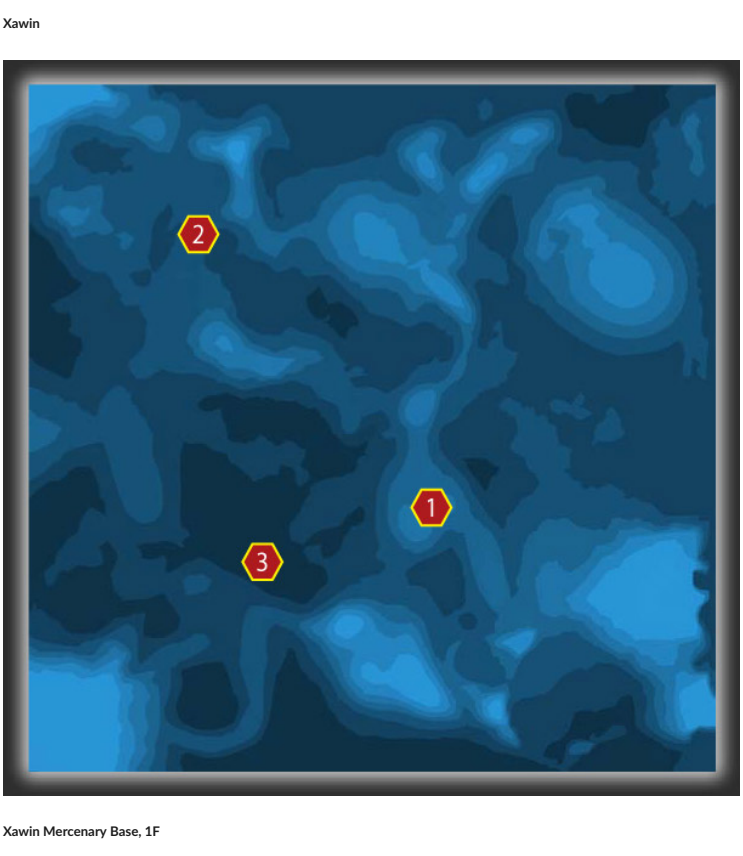
When you return to the Normandy, set a course for the Strenuus System in the Horse Head Nebula cluster.

When you arrive, look around the system in the Galaxy Map to find and examine the MSV *Majesty* , which is in orbit around the planet Xawin.

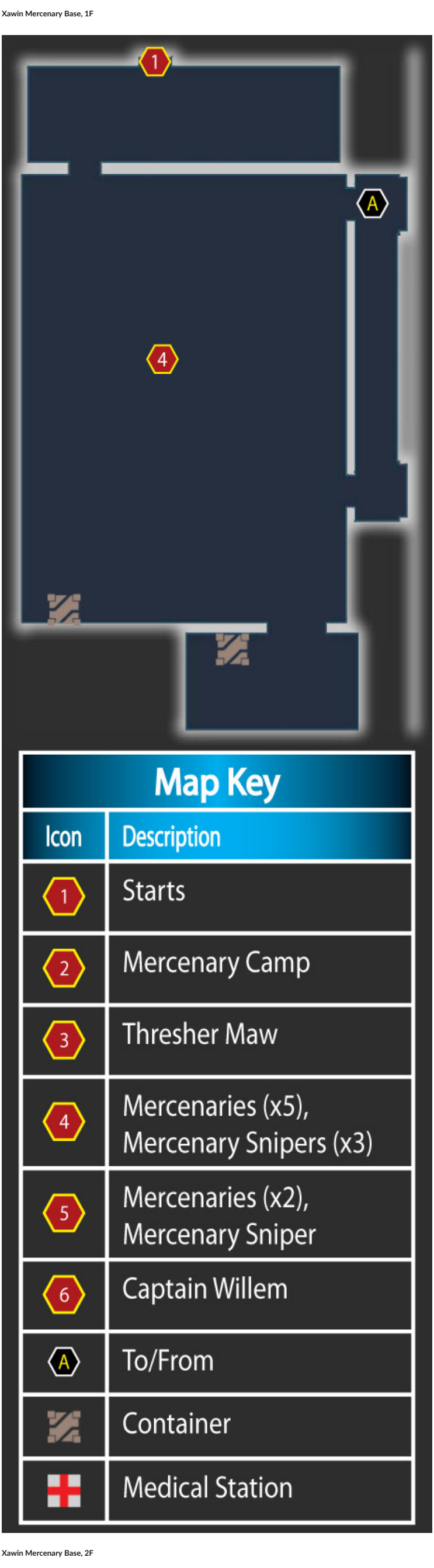
A trail of radioactive particles leads from the ship to the surface of Xawin. Discovering this evidence completes the current task and brings up the next one, *Go to Xawin* .

Go to Xawin

Xawin

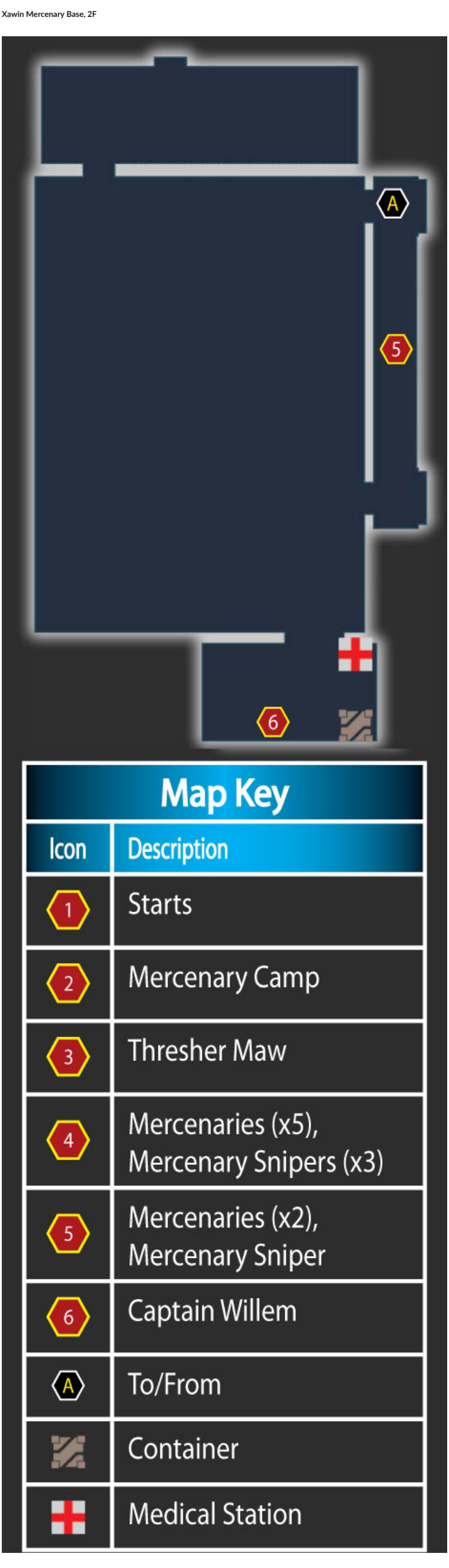


Xawin Mercenary Base, 1F



Map Key	
Icon	Description
1	Starts
2	Mercenary Camp
3	Thresher Maw
4	Mercenaries (x5), Mercenary Snipers (x3)
5	Mercenaries (x2), Mercenary Sniper
6	Captain Willem
A	To/From
▨	Container
✚	Medical Station

Xawin Mercenary Base, 2F



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4	Mercenaries (x5), Mercenary Snipers (x3)
5	Mercenaries (x2), Mercenary Sniper
6	Captain Willem
A	To/From
▨	Container
✚	Medical Station

Caution

Xawin is a freezing cold planet with a level 1 cold hazard. Don't stray too far from the Mako, or you and your team will start suffering damage from the hostile environment.

Land on Xawin with a team equipped to handle human and krogan enemies and head for the mercenary camp northwest of your insertion point. The camp is extremely well defended with four heavy turrets and three snipers.

Approach the camp from the southeast and fire the Mako's rockets across the icy plain from as great a distance as possible to take out the camp's defenses.

This gives you plenty of time to dodge the turrets' rockets as they're fired at you.

Caution

If you decide to explore the surface of Xawin at all, watch out for the thresher maw near the debris in the southwest corner of the map!

Alliance Heavy Turret
81M
Level 2 Hazard
Ashley
Shepard
Garrus

Destroy the heavy turrets around the mercenary camp from a distance.

When the perimeter is secured, drive up as close to the mercenary camp as you can, exit the Mako, and quickly enter the mercenary base before you start taking damage from the extreme cold.

The mercenary base is similar to other structures you've probably seen before.

Just inside of the entrance is a small antechamber, and beyond that is a large open room with eight human and krogan mercenaries and mercenary snipers positioned strategically around the first floor and the second floor balcony.

You must take them all out, using the combat tactics that you've probably honed by this point. Above all, don't expose yourself or your squad mates to sniper fire, and don't let your enemies flank and surround you.

Tip

These mercenaries are more eager than most to rush you. Shoot or kill a couple of them, then back up into the antechamber to lure a few more.

Mercenary
Ashley
Shepard
Wrex

Eliminate all the enemies inside the mercenary base.

When the area is clear, explore the southern room on the second floor to find the body of Captain Willem, Garoth's brother.

Search it to find a datapad clutched in his lifeless fingers. This completes the current task and brings up the next one, *Talk to Garoth* .

Captain Willem
Search Body
Quick Slots
Ashley
Shepard
Wrex

Willem didn't make it. It's time to give Garoth the bad news.

Talk to Garoth

When you next return to the Citadel, go to the Tower to find Garoth where you first met him.

Inform him of Willem's fate. He's understandably shaken by the news, but he appreciates knowing what happened. This completes the assignment.

Note

If you break the news to Garoth using Paragon choices, you earn a small Paragon bonus. If you take a Renegade tone, you earn a Renegade bonus.

5) Citadel: Planting a Bug

How to Get It : Speak to Emily Wong in the Citadel Tower

When It Is Available : After completing any of the first three post-Citadel, plot worlds (Feros, Noveria, or Therum) and Citadel: Reporter's Request; cannot be triggered after you leave the Citadel after being grounded

Where It Takes Place : Citadel

Special Notes : Requires 4 Charm and 5 Intimidate to see all dialogue option.

If you completed **Citadel: Reporter's Request** , Emily Wong can be found in the Citadel Tower after you return to the Citadel following successful completion of any of the first three post-Citadel, plot worlds (Feros, Noveria, or Therum).

She's working on another hard-hitting piece of journalism, hoping to draw attention to the poor state of traffic control on the Citadel.

She's heard rumors that the Citadel's space traffic controllers are overworked to a dangerous degree, and she needs you to plant a bug inside of Traffic Control that will give her the info she needs to crack the story wide open.

Accept the assignment to trigger **Citadel: Planting a Bug** and its first task, *Plant the Bug* .

Emily Wong has another request for you.

Plant the Bug

Emily Wong asks you to place the bug somewhere out of the way in Traffic Control that has a good view of the area. Leave the Citadel Tower and go to C-Sec Academy. Traffic Control is at the western end of C-Sec Academy.

Inside Traffic Control, it doesn't take long to figure out where to plant the bug. Look in the northeast corner to find a spot that you can target called "Inconspicuous Location."

Approach it and press [E] or [Enter] to plant the bug and complete the current task. The next task is *Inform Emily* .

Inconspicuous Location
Plant Bug

There's only one spot in Traffic Control where you can plant the bug.

Inform Emily

Return to Emily Wong in the Citadel Tower (same location as before) and speak to her.

You don't even have to tell her that you planted the bug; she's already getting readings from it. She thanks you and pays you everything she has left from her publisher's budget.

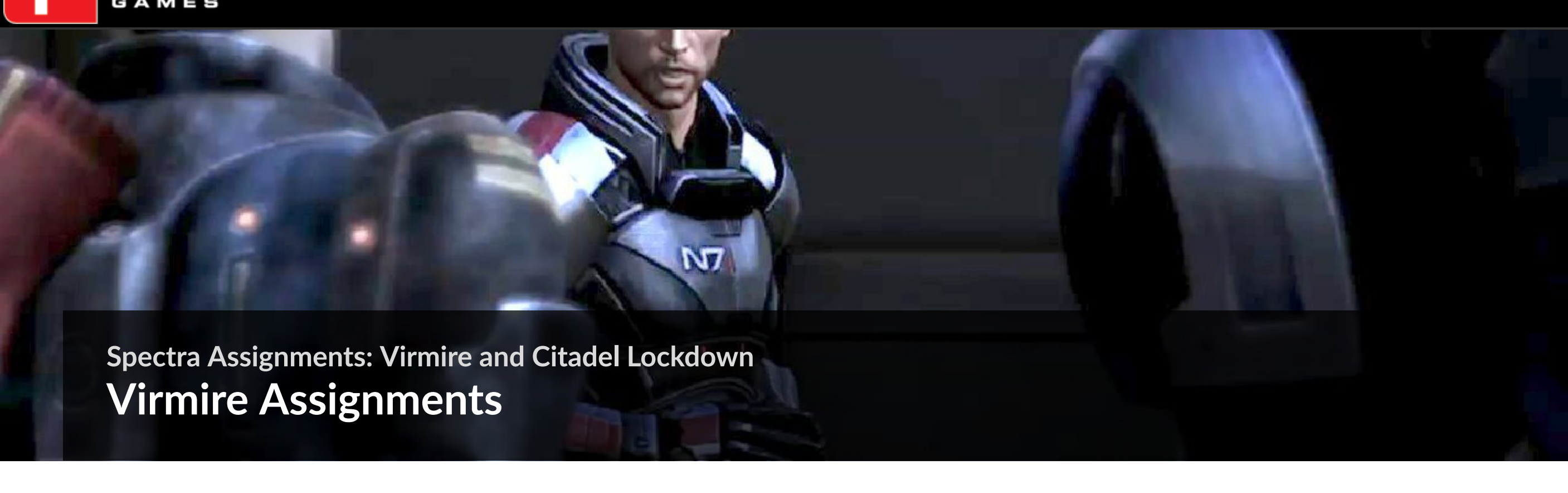
If you reply to Emily with Paragon responses, you also earn a small Paragon bonus. If you use mostly Renegade responses, you earn a Renegade bonus.

Note

There's another way you can complete this assignment as well.

After accepting the assignment from Emily, you can return to talk to her—without planting the bug—and convince her that it's a bad idea (using a Charm persuasion), or lie to her and tell her that the bug didn't work (using an Intimidate persuasion).

In either case, you complete the assignment and receive credits and a Paragon or Renegade bonus, depending on which persuasion you used.



Spectra Assignments: Virmire and Citadel Lockdown

Virmire Assignments

All of the following assignments are triggered and completed during your main plot mission on Virmire. Some of this information also appears in the mission walkthrough for Virmire in this guide.

Virmire: Wrex and the Genophage

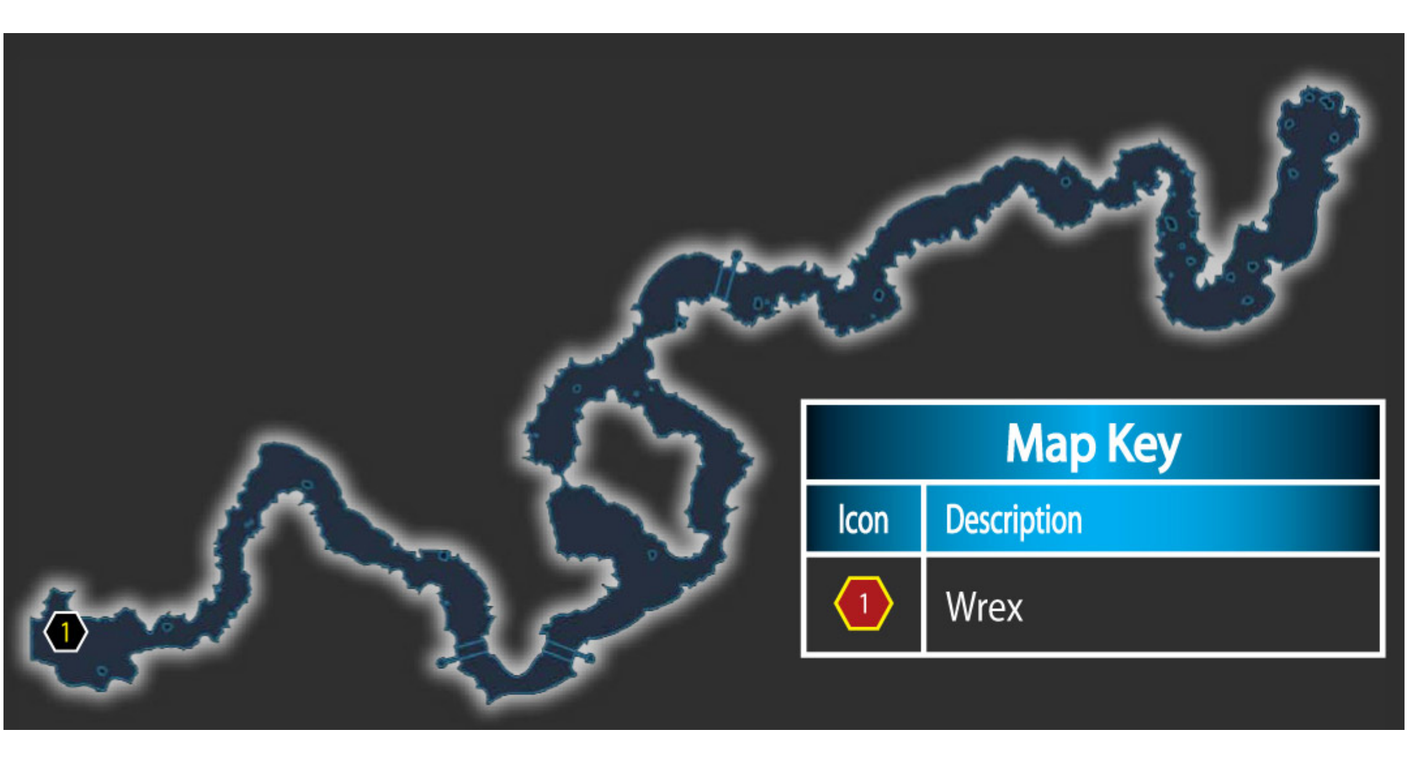
How to Get It: Speak to Captain Kirrahe about the genophage when you first meet him on Virmire

When It Is Available: During the Virmire mission; cannot be triggered after you begin the infiltration of Saren's base

Where It Takes Place: Virmire Landing Zone

Special Notes: Need 8 Charm and 8 Intimidate to see all possible outcomes

Virmire Landing Zone



When you first meet up with Captain Kirrahe at the end of the Virmire landing zone, he tells you that Saren's research facility on Virmire was designed to breed an army of krogan soldiers to do his will.

To do this, Saren first needed to find a cure for the genophage, the genetically engineered condition that decimated the krogan race and is quickly leading to its extinction.

Foiling Saren's plans on Virmire also means forever losing Saren's version of the genophage cure, which your krogan ally, Wrex, is understandably opposed to.

When Wrex expresses his opinion forcefully, Kirrahe says that Wrex needs to be dealt with before your mission can continue. This triggers **Virmire: Wrex and the Genophage** and its first task, *Talk to Wrex* .

Talk to Wrex

Wrex stands at the west end of the landing zone. If you have trouble finding him, just listen for gunshots; he's standing on the shore, pumping round after round into the ocean in frustration. Approach him to begin a conversation automatically.

Your first few responses don't have a huge effect on the flow of the conversation. Ultimately, no matter what you choose, it comes down to you and Wrex drawing weapons on each other. At this point, you have three conversation options.

"I wouldn't do this otherwise," or **"We are"** : Both of these responses cause Wrex to back down and lower his weapon, but only if you have completed the **Wrex: Wrex's Armor assignment** .

He agrees to help you, for the sake of preventing Saren from exploiting his people. This completes the assignment and earns you a huge Paragon bonus.

Note

If you have not completed WREX: WREX'S ARMOR, the conversation continues to the next dialogue branch, where you must use Charm or Intimidate persuasions to get Wrex to back down.

"This isn't up for debate": The situation gets even more tense, and the standoff continues. You now have six additional options, two of which are persuasions.

Wrex is torn between his loyalty to you and the promise of a cure for the genophage.

"These aren't your people" and **"Don't be so naïve"** : If you have the Charm or Intimidation scores to see these persuasions, they cause Wrex to lower his weapon and agree to continue helping you.

These complete the assignment and earn you a huge Paragon or small Renegade bonus, depending on which one you chose.

Signal Ashley to kill Wrex or Shoot Wrex: Choosing one of these options causes either Ashley or you to shoot Wrex dead. This earns you a huge Renegade bonus. Wrex is no longer available as a squad member.

"We can work this out" or **"Calm down"** : Ashley shoots Wrex from behind and kills him. Wrex is no longer available as a squad member.

You can either respond to her in a Paragon (outraged) or Renegade (congratulatory) manner, earning you either a small Paragon or no Renegade bonus.

Caution

If you have not completed WREX: WREX'S ARMOR, have not invested sufficient points into Charm or Intimidate, and have recruited either Garrus or Liara at this point, there is no way to complete this conversation without Wrex being killed.

Virmire: Assisting Kirrahe's Team

How to Get It: Automatically triggered when you leave the salarian camp and begin the infiltration of Saren's base

When It Is Available: During the Virmire mission

Where It Takes Place: Virmire

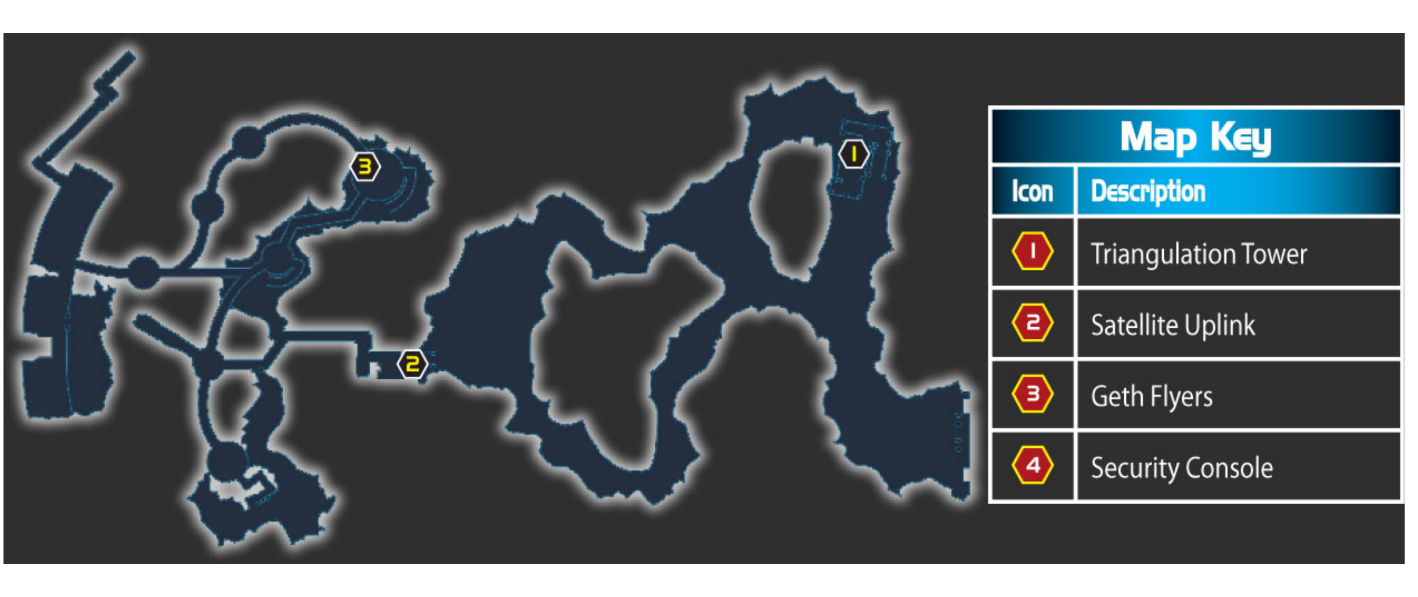
Special Notes: None

When you are ready to begin the operation against Saren's base on Virmire, Captain Kirrahe gives you an additional, optional assignment.

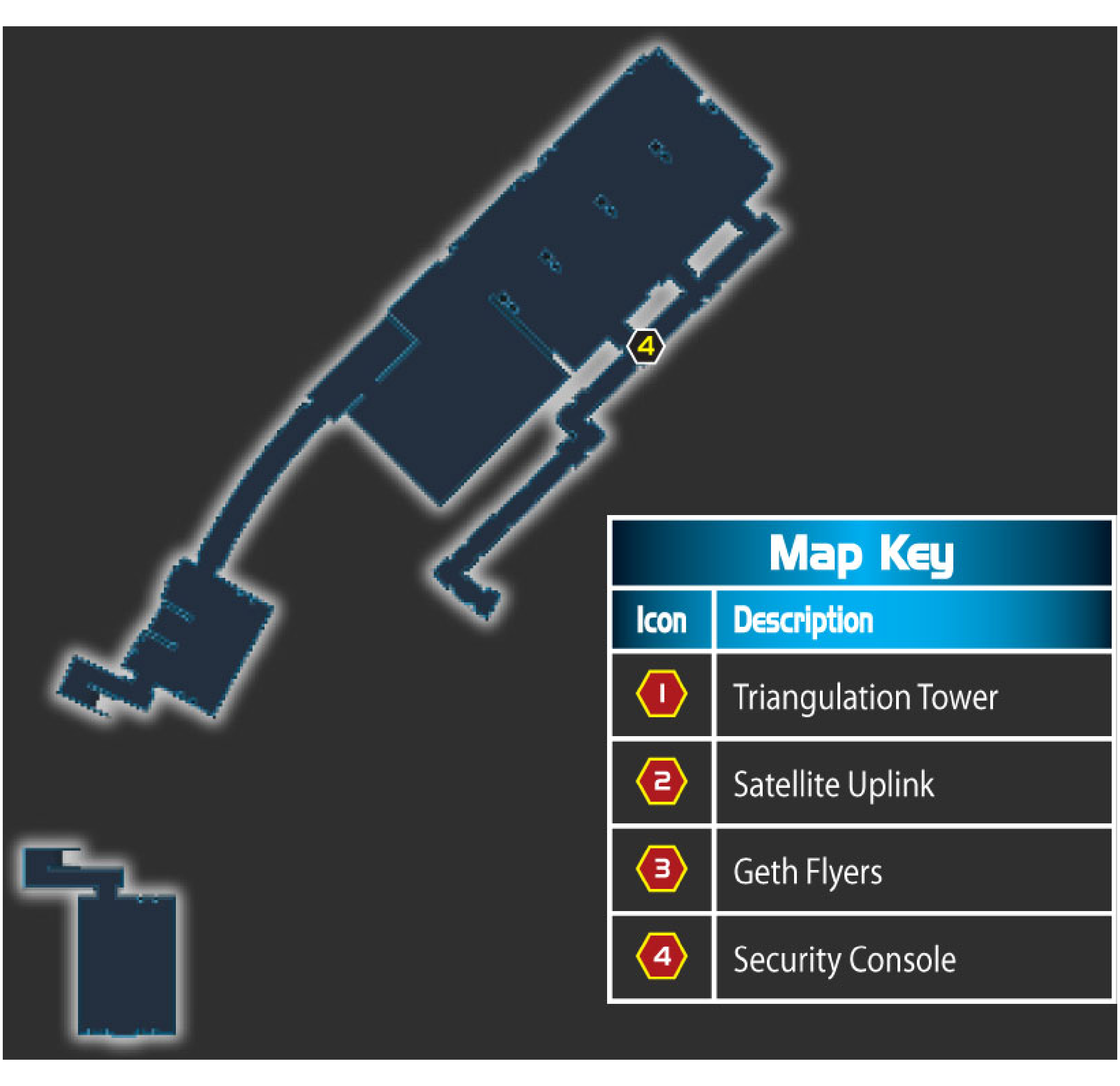
He will be leading his team of salarians (and one of your crew) as part of the main assault force, with your team infiltrating under the call sign " Shadow".

Kirrahe and his men are willing to give their lives for the mission, but he asks you to keep an eye out for ways to weaken the geth defenses that Saren has at his disposal. This triggers **Virmire: Assisting Kirrahe's Team** and its first task, *Search for Ways to Slow Geth Defenses* .

Virmire Base Approach



Virmire Base Entry



Search for Ways to Slow Geth Defenses

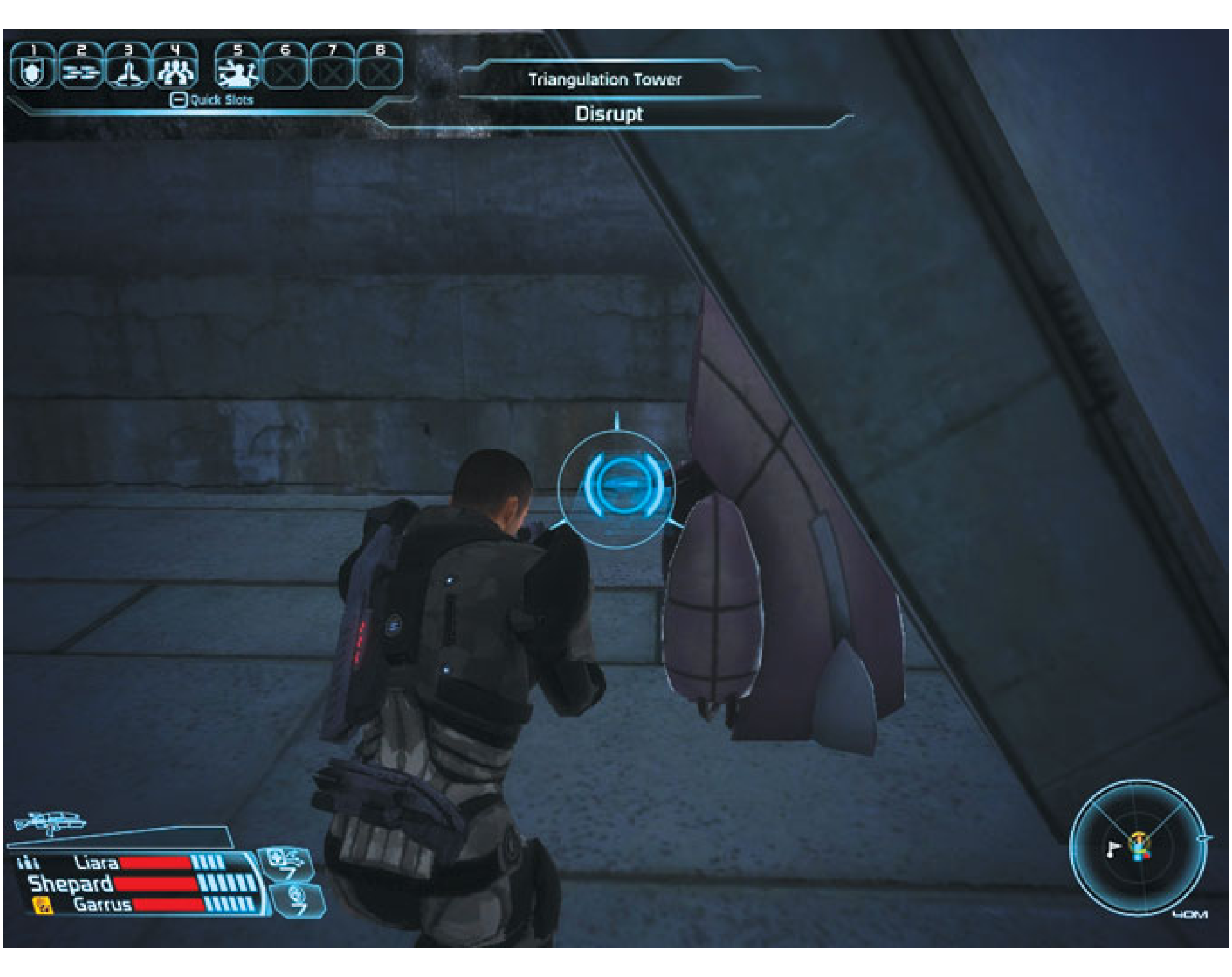
Your first target of opportunity in this assignment is inside the communications tower in the northeast corner of the base approach section.

Fight through the geth defenders—which include geth shock troopers, snipers and destroyers—until the communications tower is clear.

Tip

You can approach the **communications tower** from the south or the northwest. The best strategy is to pick off as many geth as possible by hitting it from both directions before closing in on the tower and fighting at close range.

Run up to the second floor of the tower to find the **triangulation tower** (1). Approach it and use it to disrupt geth communications and trigger *Disrupted Communications* .



Use the triangulation tower to disrupt geth communications.

Disrupted Communications

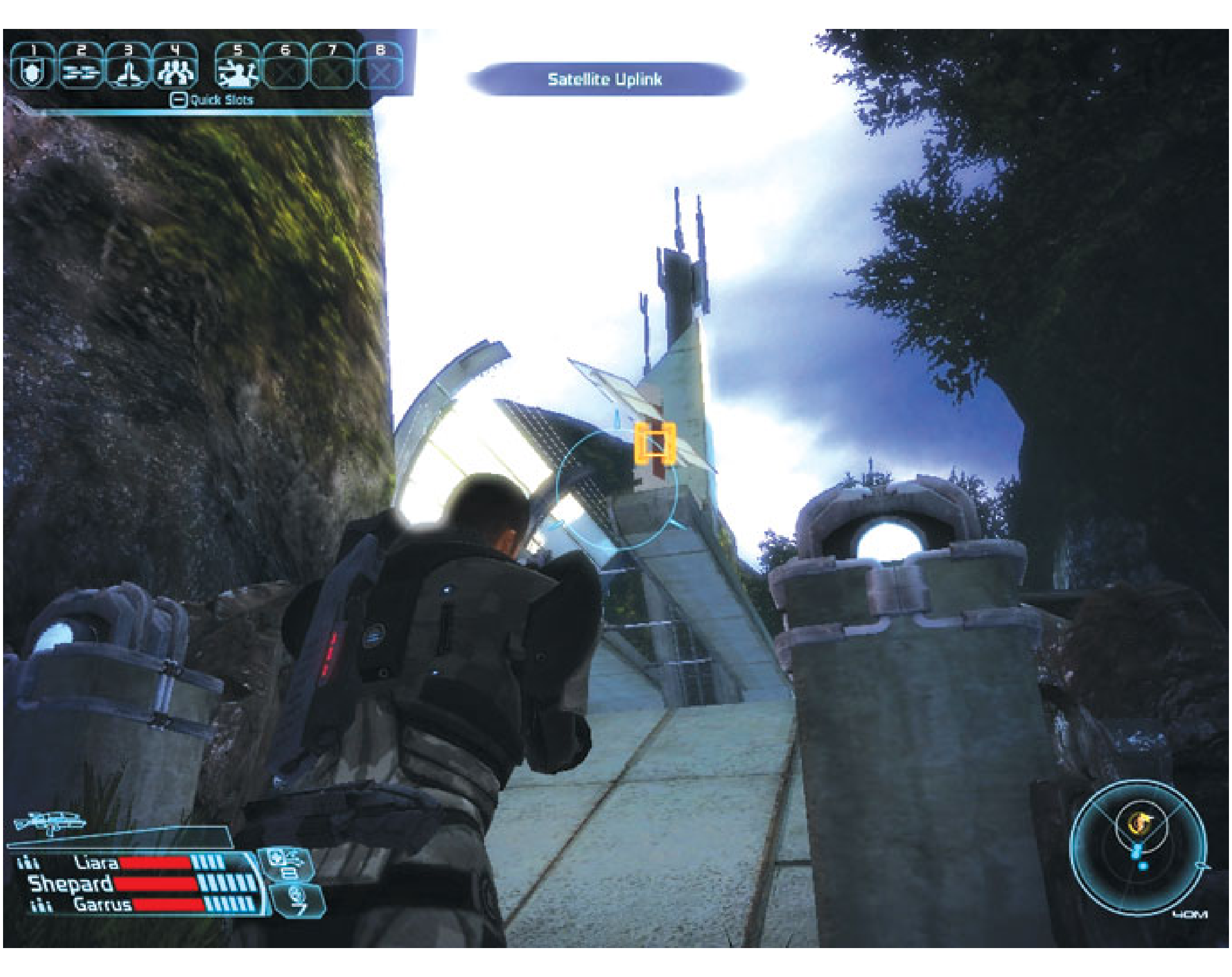
Your next goal in the completion of this assignment is at the satellite uplink tower in the middle of the base approach section of Virmire.

Like the communications tower, the satellite uplink tower is also heavily defended by Saren's forces, including krogan warriors.

When the area is secure, leave the satellite uplink tower and aim up at the **satellite uplink** (2) on top of it. Shoot it until it explodes, which disrupts the satellite uplink and triggers *Destroyed Satellite Uplink* .

Tip

You can also shoot the uplink from a distance before the area is secure.



Shoot the satellite dish on top of the satellite uplink tower to destroy the geth's uplink.

Destroyed Satellite Uplink

Next, proceed to the refueling platform north of the satellite uplink tower. You can approach it from the northwest or southwest. Either way you go, you encounter two geth rocket drones and three assault drones (3). Destroy all five of them to trigger *Destroyed Geth Flyers* .

Tip

The geth drones are defending the highly combustible fuel tanks on the refueling platform. Target the tanks to blow them up and take the flyers out in a hurry.

Quick Slots
Geth Rocket Drone
Liara
Shepard
Garrus
40M

Take out the geth drones to help Kirrahe's team.

Destroyed Geth Flyers

Finally, when you make it to the western end of the base approach, you find a **security console** (4).

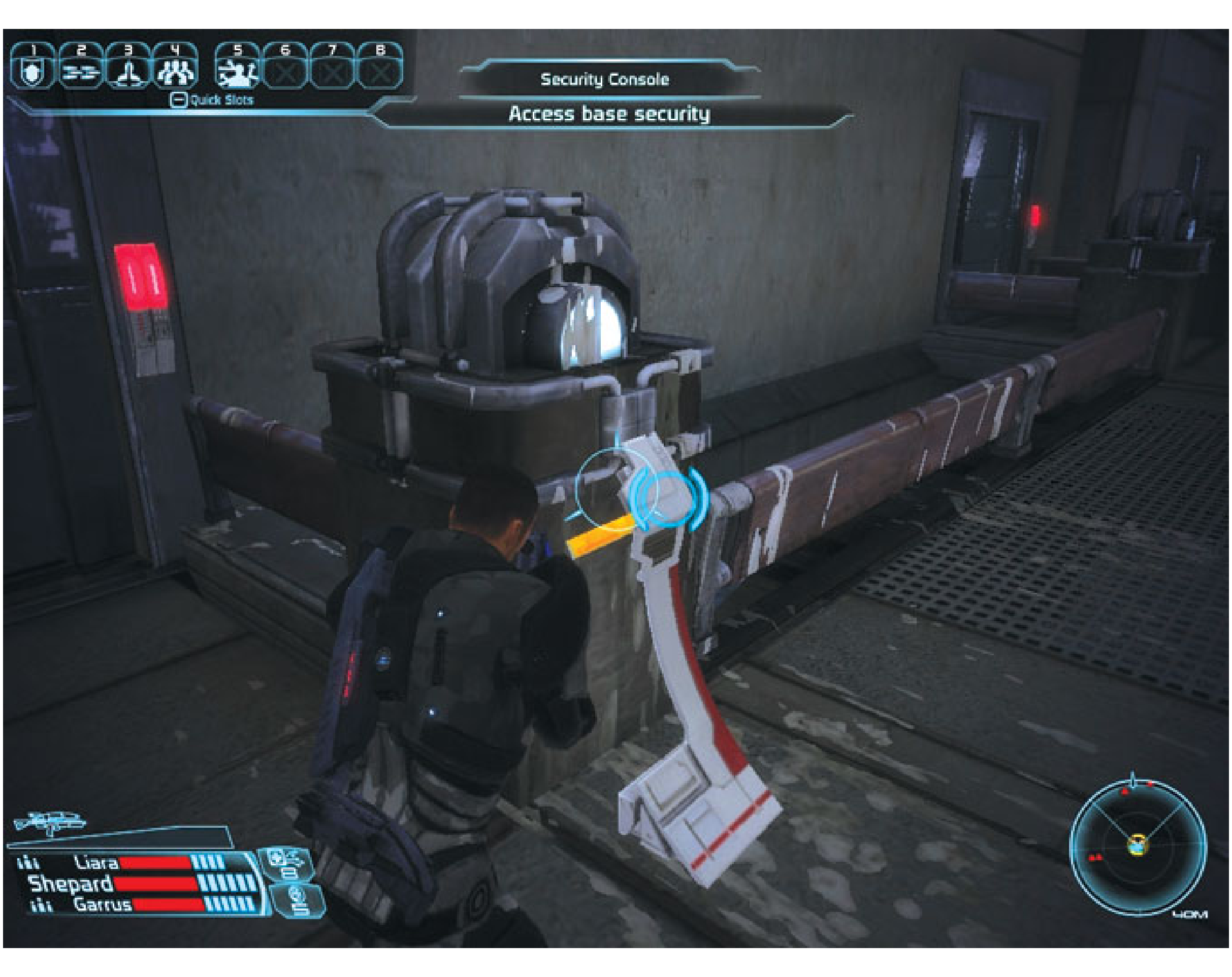
Access it to find that you can disable the security alarms for the base, which will make it easier for Kirrahe's team to fight their way through.

You can also trigger alarms on the far side of the base, which will cause Kirrahe's team to draw the attention (and fire) of Saren's men away from you.

Choose the left option ("They've got enough trouble") to complete the current task and trigger *Alarm Disabled* .

Note

Choosing not to disable the security alarms for Kirrahe's team results in Kirrahe being killed in combat.



Use the security console to disable the alarms, but don't trigger the alarms at the far side of the base to send Saren's men after Kirrahe's team.

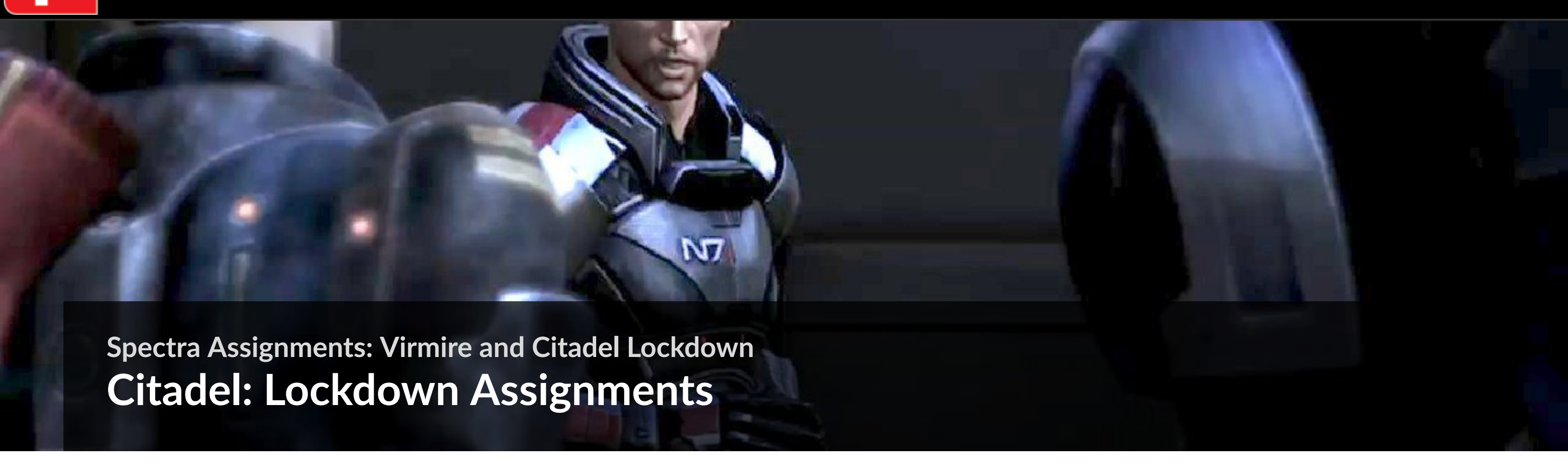
Alarm Disabled

With all four of these tasks now complete, all that remains is for you to complete the Virmire main plot missions successfully.

When you return to the Normandy following the events on Virmire, you will find that the assignment is complete.

Tip

If you complete the assignment, you can meet Captain Kirrahe and his men on the Engineering level of the *Normandy* after completing Virmire. This also allows you to buy and sell items at Lt. Rentola's shop.



Spectra Assignments: Virmire and Citadel Lockdown

Citadel: Lockdown Assignments

The following two assignments both take place in the Citadel during the lockdown in the **Race Against Time** mission. You don't have to go out of your way to find them. They're both triggered on your way from the docking bays to your meeting with Captain Anderson in Flux, if you're making the trip on foot.

Citadel: Our Own Worst Enemy

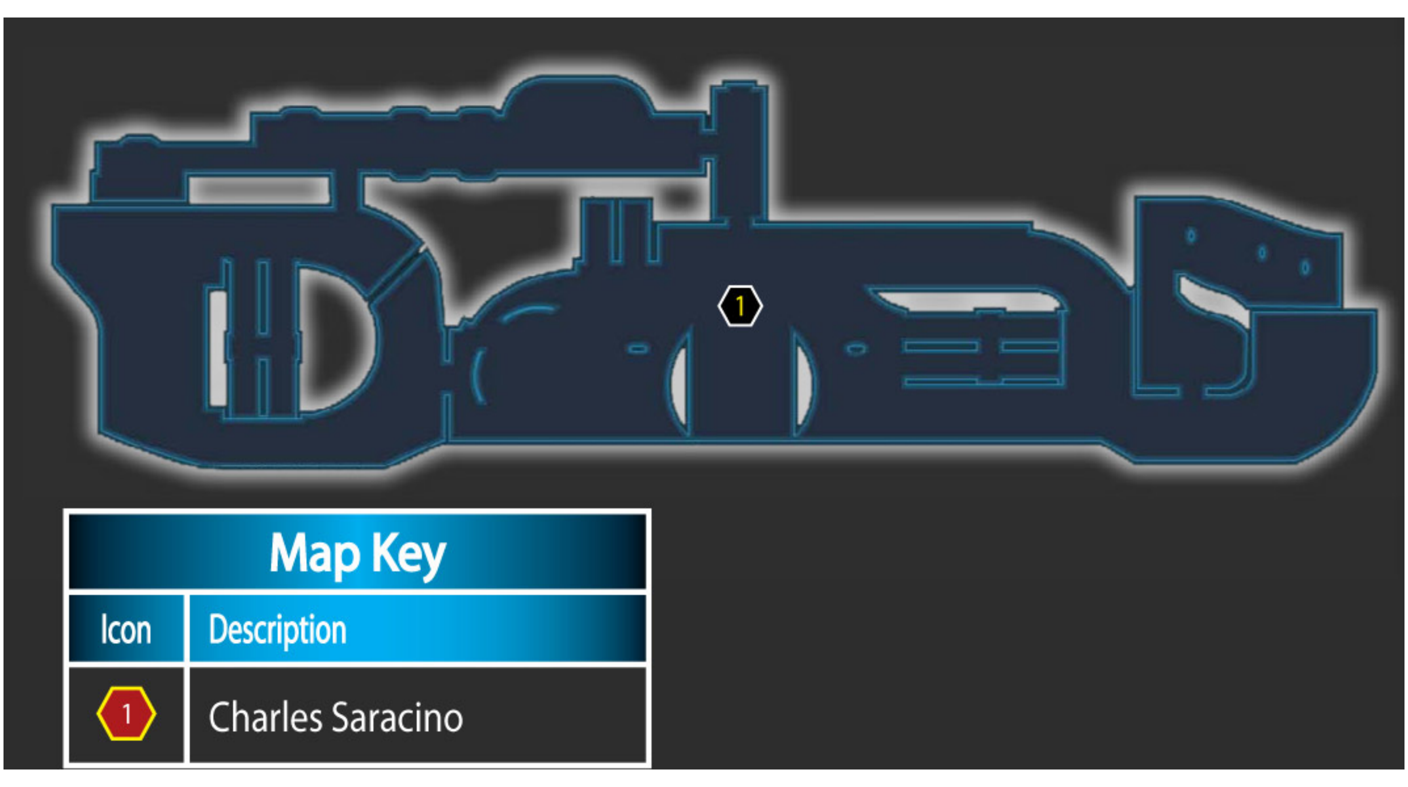
How to Get It : Speak to Charles Saracino in the Upper Wards

When It Is Available : During the Race Against Time lockdown; cannot be triggered after you leave the Citadel after being grounded

Where It Takes Place : Citadel Upper Wards

Special Notes : None

Citadel Upper Wards



A man named Charles Saracino stands in the middle of the Upper Wards and asks for your support for his political movement, Terra Firma, which is unabashedly pro-human to the point of xenophobia. He asks you first for your support in the next election, and then for a statement of support for his candidacy.

All the left-side responses on the dialogue wheel give you more information about Terra Firma's beliefs and the reasons behind them. The right-side responses advance the assignment.

Charles Saracino and Terra Firma want your support for their pro-human political movement.

If you give Paragon (upper right) responses, you debate Saracino and tell him that you believe that humanity is just one of many equally important races in the universe, and while you are proud to represent humanity as the first human Spectre, you won't do so by alienating non-human races.

This ultimately completes the assignment and awards you a small Paragon bonus.

If you give Renegade (lower right) responses, you agree with Saracino and Terra Firma's pro-human, anti-alien position. This completes the assignment and earns you a modest Renegade bonus.

Note

Your response to Saracino's second question determines if you get a Paragon or Renegade bonus. So, for example, if you give a Paragon response to his first question but a Renegade response to his second question, you get a Renegade bonus.

Responding neutrally ("Goodbye") to Saracino's first question ends the conversation without completing the assignment. You can approach him again to restart the conversation. Responding neutrally ("I can't support you") to his second question completes the assignment without giving you a Paragon or Renegade bonus.

Citadel: Negotiator's Request

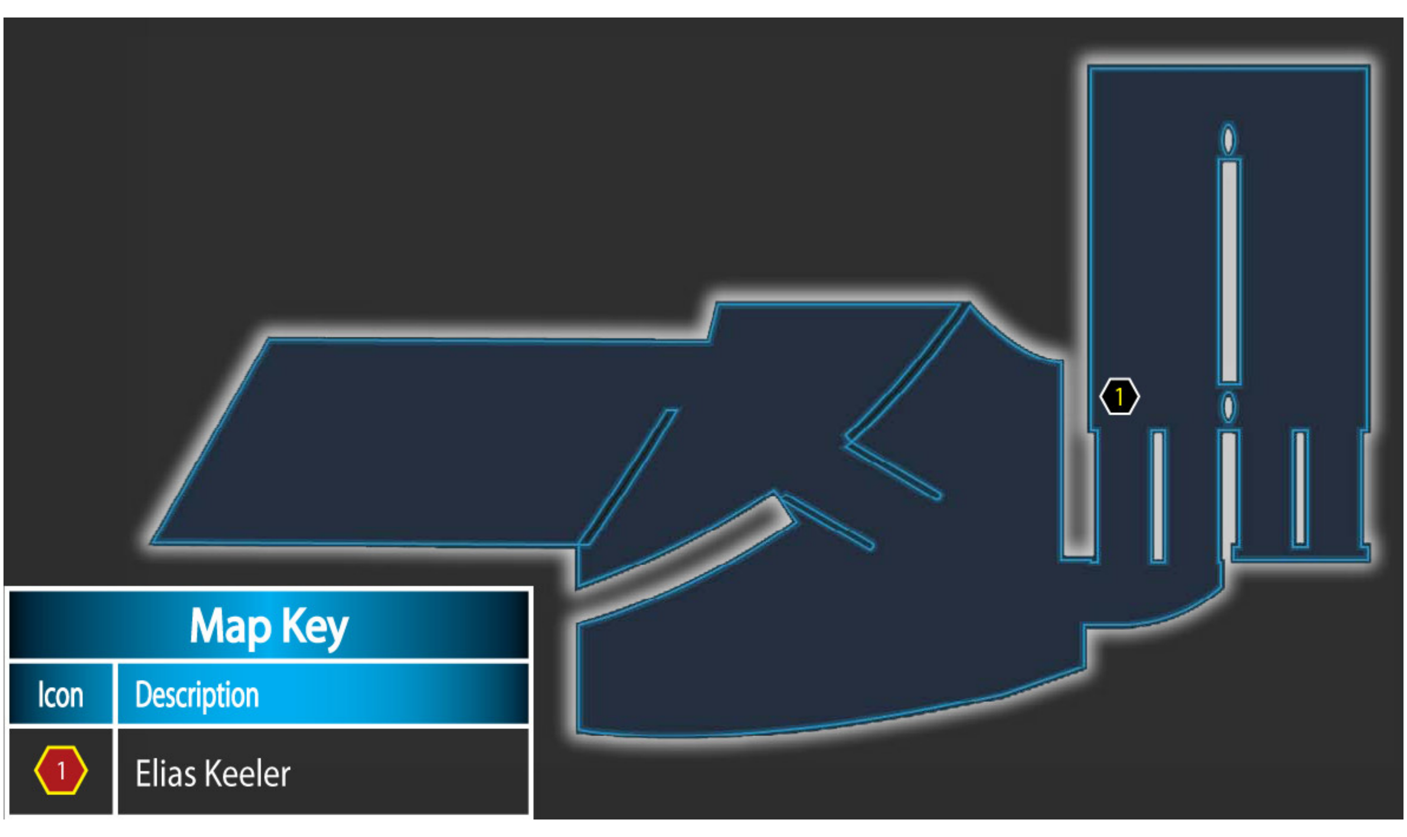
How to Get It : Speak to Elias Keeler outside of Flux

When It Is Available : During the Race Against Time lockdown; cannot be triggered after you leave the Citadel after being grounded

Where It Takes Place : Citadel: Flux and Wards access

Special Notes : Need 8 Charm and 7 Intimidate to see all possible outcomes

Citadel: Flux



Elias Keeler is a negotiator for the Alliance who has an unusual request for you. He's got a big negotiation with the salarians coming up, and he needs you to buy a legal but restricted mental stimulant for him.

He's already purchased his allotted limit for the month, but he's convinced that he needs it to stay sharp during the negotiations and come out with the best deal he can make for humanity.

If you want to resolve the assignment right now in a Paragon manner, press Keeler by saying "You're an addict," and then hit him with one of the persuasion options that comes up if you have high enough Charm or Intimidate scores.

He tries to tell you that this will be the last time he uses the stimulant, which brings up another pair of persuasion options. Use one of them to cause Keeler to realize he has a problem.

This completes the assignment before the first task even begins and earns you a Paragon or Renegade bonus, depending on the type of persuasions you used.

Elias Keeler has an addiction problem. Do you help him or give him what he wants?

If you respond to Keeler using only non-persuasion options, the first task in **Citadel: Negotiator's Request** is triggered, *Get the Drug*.

Get the Drug

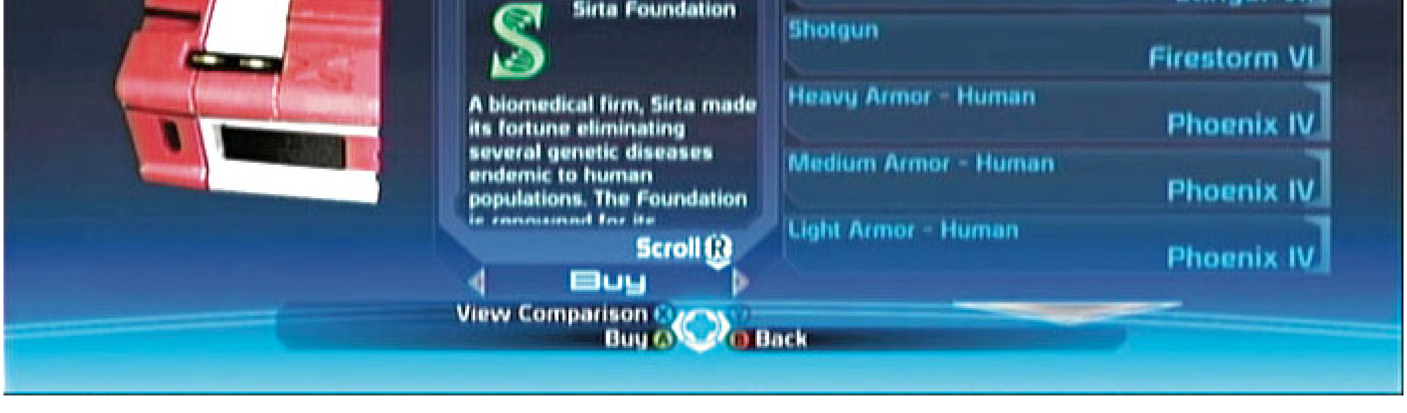
Backtrack to the Med Clinic at the east end of the Upper Wards and speak to Dr. Michel, telling her that you need supplies.

Two new items are available for purchase: Depressant, which is a non-addictive narcotic used to treat stress in humans who tend to overwork, and Mental Stimulant, which is the drug that Elias Keeler wants you to get for him.

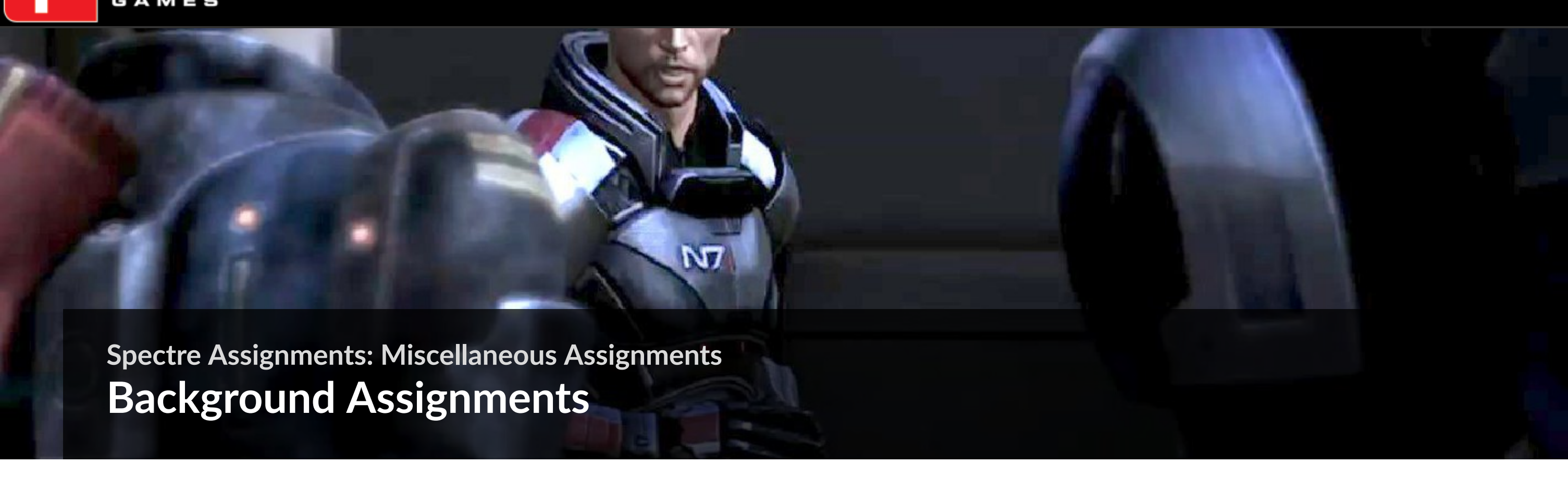
Purchase one or both and return to Keeler. If you choose to give Keeler the Mental Stimulant, he pays you back for it and gives you a nice pile of bonus credits on top of it. This completes the assignment.

If you choose to give Keeler the Depressant, he thinks it's the stimulant and pays you back for the drug (along with a tidy bonus) before ingesting it on the spot.

He quickly realizes that it's not the stimulant and asks what you did. No matter how you answer, you complete the assignment and earn a Renegade bonus.



A biomedical firm, Sirta made its fortune eliminating several genetic diseases endemic to human populations. The Foundation



Spectre Assignments: Miscellaneous Assignments

Background Assignments

You will only see one of the following assignments during your playthrough of Mass Effect, because each one corresponds to one of three potential backgrounds for Shepard.

You will have the option of completing only the assignment that corresponds to your Shepard's background:

- A colonist background gives you **Citadel: I Remember Me** .
- A spacer background gives you **Citadel: Old, Unhappy, Far-Off Things** .
- An earthborn background gives you **Citadel: Old Friends** .

Citadel: I Remember Me

How to Get It : return to the Citadel and ride the Docking Bays elevator to C-Sec Academy

When It Is Available : After completing any of the first three post-Citadel, plot worlds (Noveria, Feros, or Therum); cannot be triggered after you leave the Citadel after being grounded

Where It Takes Place : Citadel Docking Bays

Special Notes: Must have 7 Charm and 7 Intimidate to see all dialogue options

If you have a colonist background, an additional assignment can be triggered during your return to the Citadel after you have completed any of the first three post-Citadel, plot worlds (Noveria, Feros, or Therum).

After leaving the *Normandy* , ride the Docking Bays elevator down to C-Sec Academy to receive a transmission from Lieutenant Girard about a woman who was rescued from batarian slavers a few weeks ago.

Her story is especially resonant to you, since she's not only from your home planet of Mindoir, but she was also kidnapped during the raid on your town that claimed the lives of your parents.

Because of the trauma she suffered at the hands of the batarians, the woman has suffered a mental breakdown. Even worse, she's got a weapon and is in danger of using it. Agree to help Girard with the woman, who is in the docking bays.

He gives you a syringe containing a sedative that will knock her out and allow medical personnel to help her. This triggers **Citadel: I Remember Me** . Its first task, *Report to Girard* is already complete; the second task is *The Needle* .

The Needle

Go to the docking bays to find the woman, whose name is Talitha. She's obviously mentally traumatized by her ordeal; she's speaking in the third person almost incoherently.

You need to get close enough to Talitha to either use the sedative on her or give it to her so she can use it herself. To do that, you need to take steps toward her, but if she becomes agitated, step back.

Talitha is not in her right mind, and she'll use that pistol if she feels threatened.

Engage Talitha in conversation until you start seeing persuasions (assuming your Charm and Intimidate skills are high enough. Use the persuasions whenever they are available, and you'll be able to step toward her safely.

Eventually, you get close enough to her to either use the sedative on her forcefully, or you can hand it to her so she can use it on herself. After the sedative is administered, the next task (*Report to Girard*) is triggered.

Report to Girard

After Talitha has been sedated, return to Lieutenant Girard and tell him that the situation has been resolved. This completes the assignment.

Citadel: Old, Unhappy, Far-Off Things

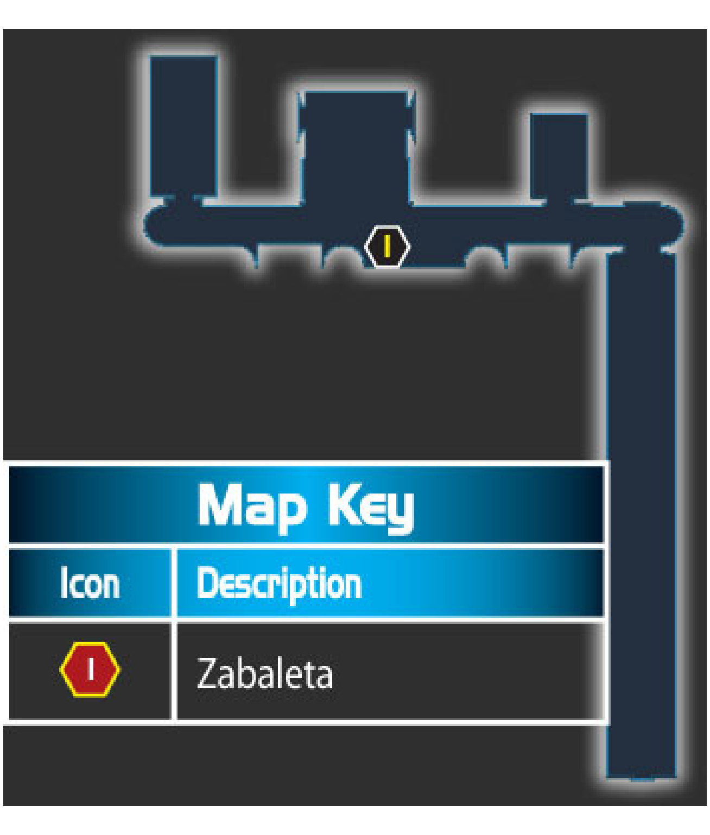
How to Get It : Must have a spacer background; speak to Zabaleta in the Wards access section of the Citadel

When It Is Available : After completing any of the first three post-Citadel, plot worlds (Noveria, Feros, or Therum); cannot be triggered after you leave the Citadel after being grounded

Where It Takes Place : Citadel Wards Access

Special Notes: Need Charm of 4 or Intimidate of 5 to see all dialogue options

Citadel Wards Access



After completing any of the first three post-Citadel, plot worlds (Noveria, Feros, or Therum), return to the Wards access section of the Citadel to find a man named Zabaleta, who hits you up for 20 credits.

His disheveled appearance gives the impression of a homeless drunk, but he claims to know your parents from serving with them on the carrier Einstein. Speaking to Zabaleta triggers **Citadel: Old, Unhappy, Far-Off Things** and its first task, *Call Home* .

Zabaleta claims to know your mother.

Call Home

Return to the *Normandy* and use the comm terminal in the *Normandy* 's Comm Room to contact your mother on the dreadnought *Kilimanjaro* .

Regardless of the dialogue options you choose, she confirms Zabaleta's story and tells you that he was severely emotionally traumatized by the aftermath of a batarian raid on Mindoir when you were just a teenager.

She urges you to encourage Zabaleta to go to the Veterans Affairs Office and get the help he needs. This completes the current task and brings up the next one, *Speak to Zabaleta* .

Speak to Zabaleta

Return to the Wards access area of the Citadel, where Zabaleta is still waiting.

Speak to him until you see two persuasion options, both of which convince Zabaleta to go to the Veteran's Affairs Office and successfully complete the assignment, earning you a Paragon or Renegade bonus, depending on which persuasion you use.

You can also choose to answer with the following non-persuasion options, none of which convince Zabaleta to get help:

I'll give you 20 for food : You open a line of credit at a grocery store for Zabaleta to get food, but not alcohol. This completes the assignment and earns you a Paragon bonus.

Take the money : You give Zabaleta 20 credits and complete the assignment. You do not receive a Renegade or Paragon bonus by choosing this option.

Screw you : You refuse to listen to any more of Zabaleta's sob story, and you don't give him any credits either. This completes the assignment and earns you a Renegade bonus.

Citadel: Old Friends

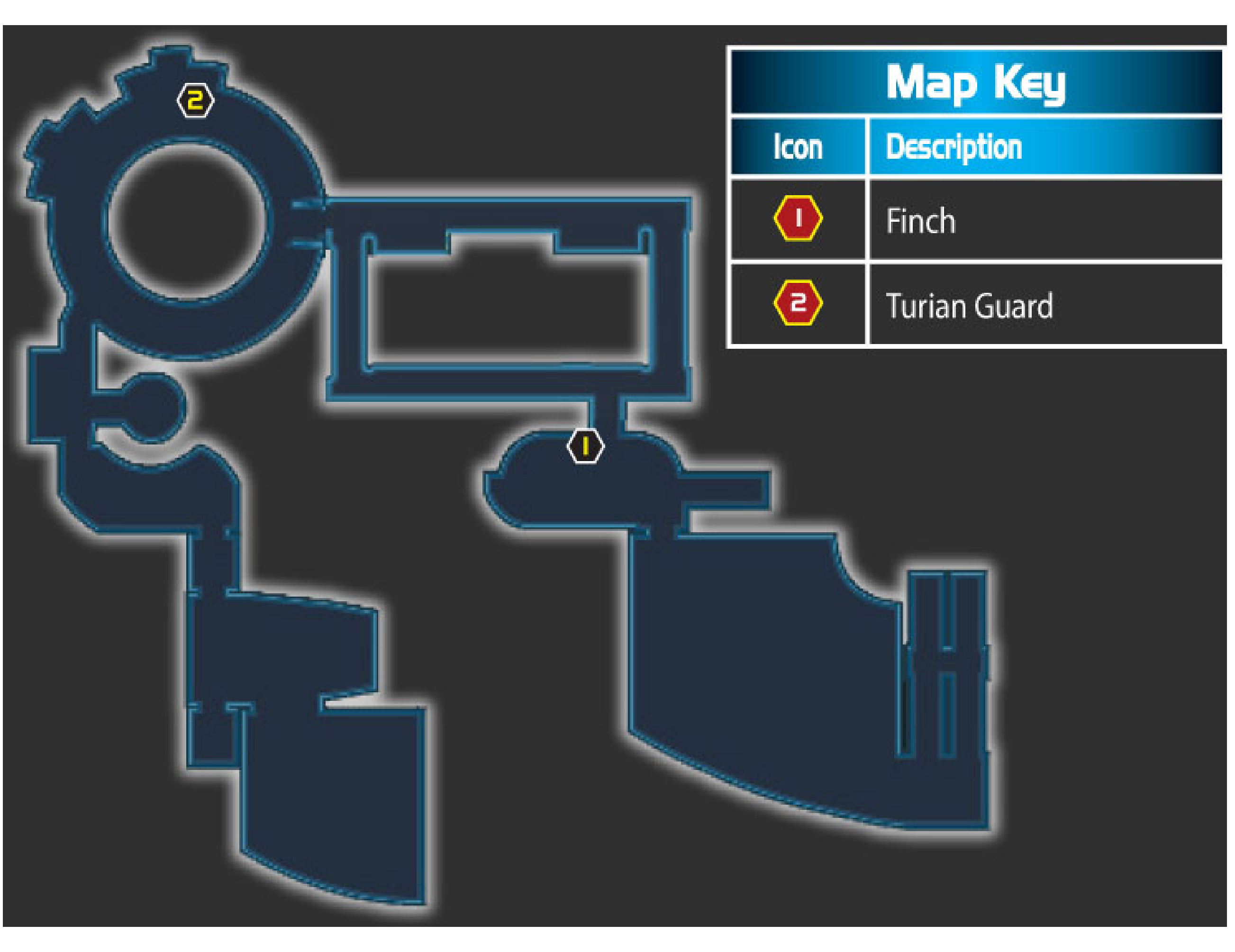
How to Get It : Must have an earthborn background; meet Finch in the Lower Wards

When It Is Available : After completing any of the first three post-Citadel, plot worlds (Noveria, Feros, or Therum); cannot be triggered after you leave the Citadel after being grounded

Where It Takes Place : Citadel Lower Wards

Special Notes: Need a Charm of 8 or an Intimidate of 8 to persuade the turian guard; need a Charm of 6 or an Intimidate of 6 to persuade Finch.

Citadel Lower Wards



When you return to the Citadel after having completed any of the first three post-Citadel, plot worlds (Noveria, Feros, or Therum), you can meet and speak to a disreputable fellow named Finch in the Lower Wards between the lower markets and Chora's Den.

You don't recognize Finch, but he recognizes you as a former fellow member of the 10th Street Reds, a gang back on Earth, and he's sure that's not an element of your past that you want made public.

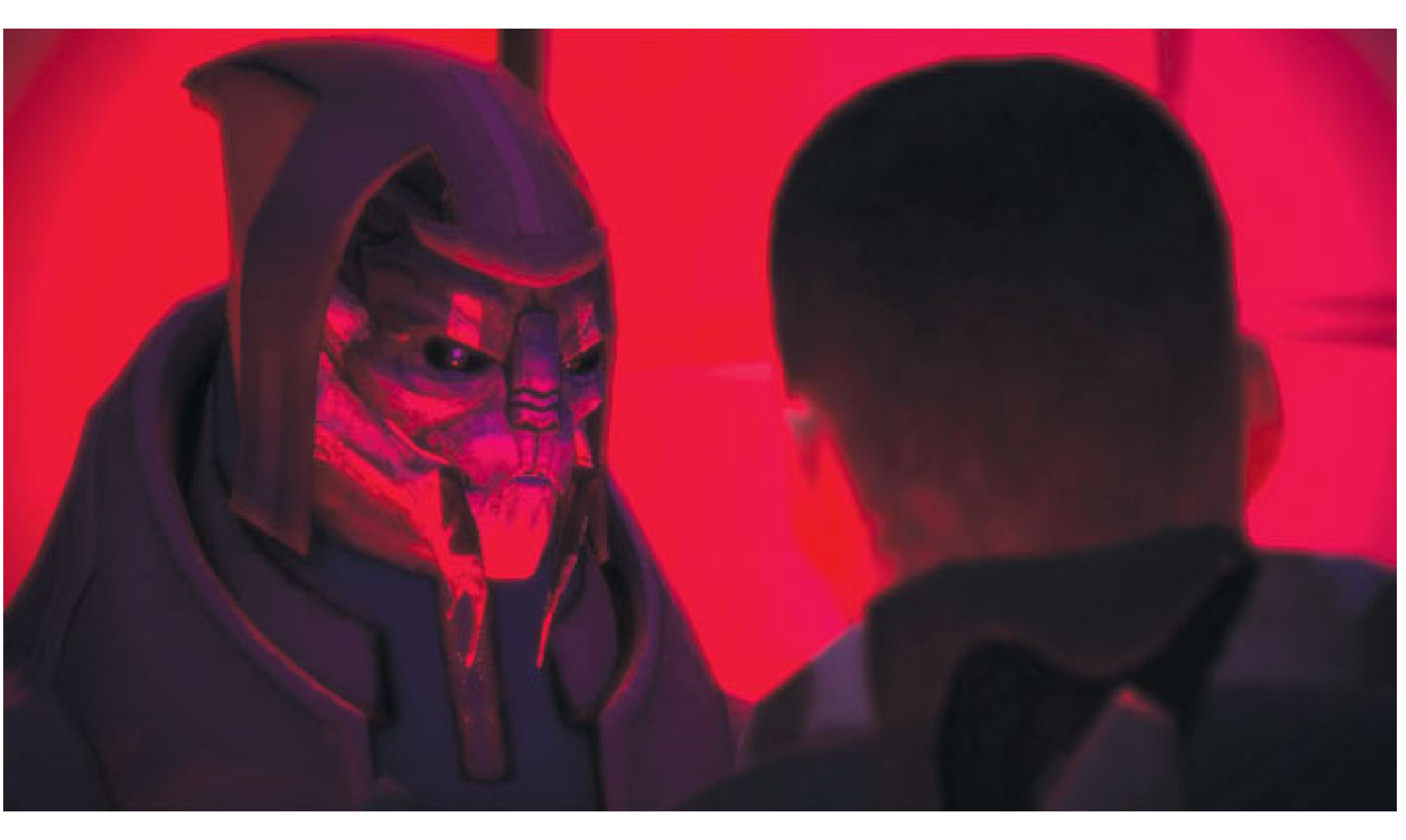
In exchange for his silence, Finch wants you to speak to a turian guard in Chora's Den and arrange for the release of Curt Weisman, another Red who was caught possessing illicit narcotics in turian space.

No matter how you complete this first conversation with Finch, it triggers **Citadel: Old Friends** and its first task, *Find the Turian.*

Finch knows something about your background that you'd probably prefer to keep quiet.

Find the Turian

The **turian guard** you need to speak with is in Chora's Den. Speak to him to find out that Weisman wasn't picked up for narcotics possession, he was caught attempting to poison turian medical supplies, an obvious hate crime that carries a sentence of life in prison.



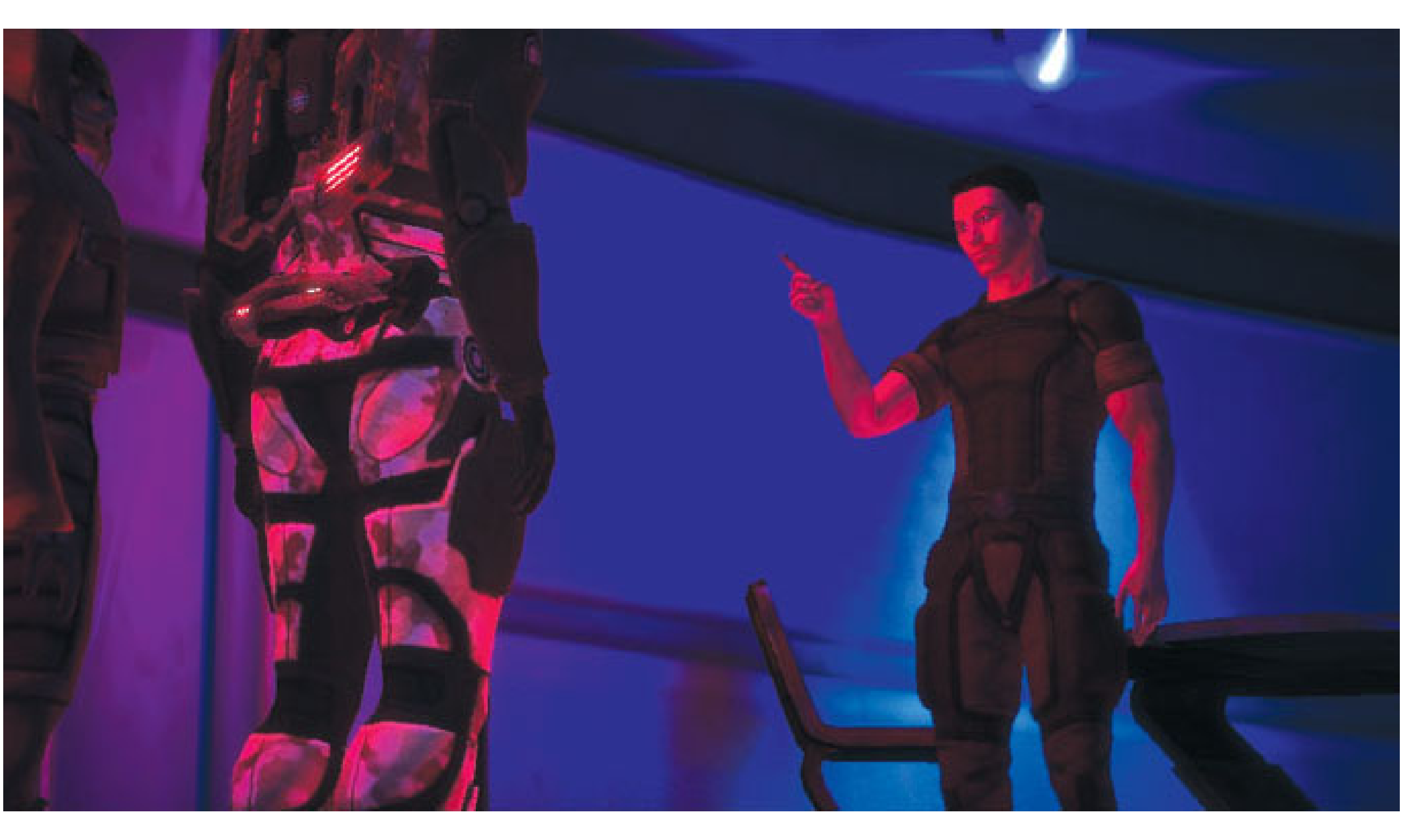
After speaking to the turian guard, you find out that Weisman's crime was much more heinous than you had been led to believe.

There are three ways you can respond to the turian guard:

I need your help (Paragon persuasion): If you have the necessary Charm skill, you can persuade the turian guard to release Weisman by implying that you're using him as bait to entrap more powerful criminals. This completes the assignment and earns you a Renegade bonus.

Make it negotiable (Renegade persuasion): You threaten to kill all of the turian's fellow guards if he won't release Weisman. This completes the assignment and earns you a Renegade bonus.

Non-persuasions : Advancing the assignment by using any non-persuasion options on the turian guard causes Finch to show up in Chora's Den and interrupt. Finch vows to drag your name through the mud and get your Spectre status revoked, which brings up another set of dialogue options:



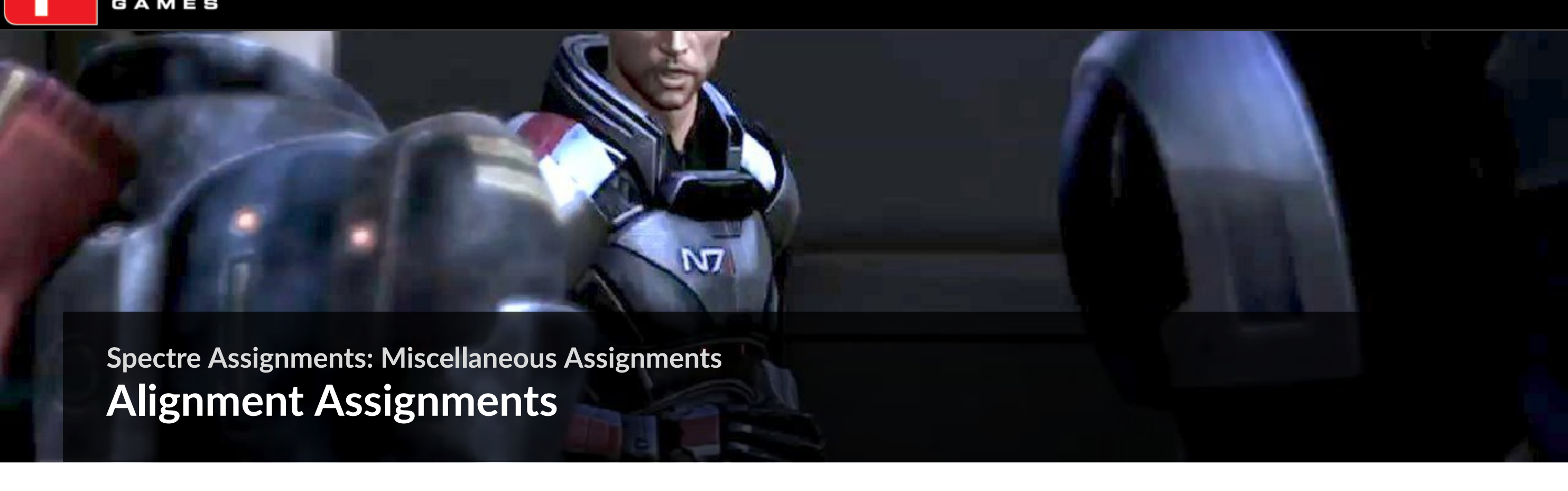
Finch blackmails you with your own history if you don't manage to persuade the turian guard to release Weisman.

This won't help you and **So what?** (Charm and Intimidate persuasions): These persuasions cause Finch to back down and realize that he has no leverage over you after all. This completes the assignment and earns you a Paragon and/or Renegade bonus, depending on which persuasions and dialogue options you choose.

You can't do this and **This is pointless!** (Paragon and neutral options): Finch threatens to out your past if you don't pay him 500 credits.

This gives you a pair of persuasions (which lead to identical outcomes as the persuasions described in the previous paragraph), the option to shoot him (which leads to an identical outcome as described in the next paragraph), and an option to pay him (which completes the assignment and earns you a small Paragon or Renegade bonus, depending on your dialogue choices).

(Shoot him) : You pull out your pistol and shoot Finch to death on the spot, impressing the turian and completing the assignment. This earns you a Renegade bonus.



Spectre Assignments: Miscellaneous Assignments

Alignment Assignments

The following alignment assignments are only available to you if you earn enough Paragon or Renegade points to fill 75 percent of your Paragon or Renegade gauge in your squad menu.

It is difficult but not impossible to unlock both alignment assignments if you maximize every opportunity to earn Paragon and Renegade points.

UNC: Besieged Base

How to Get It : Must fill 75 percent of Paragon gauge by earning Paragon points; travel to any system using the Galaxy Map

When It Is Available : After completing any of the first four post-Citadel, plot worlds (Noveria, Feros, Virmire, or Therum); cannot be triggered after you go to Ilos

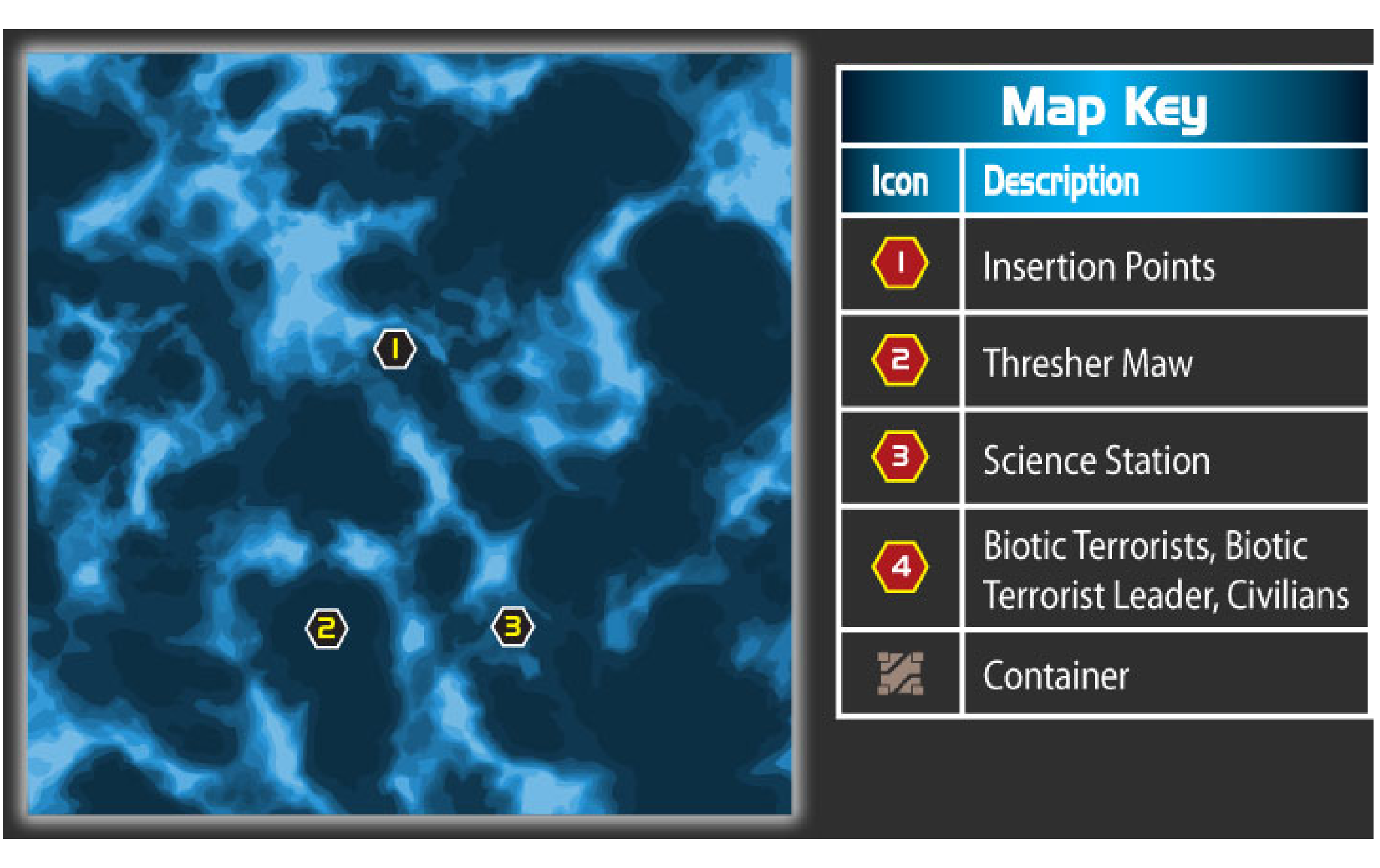
Special Notes:

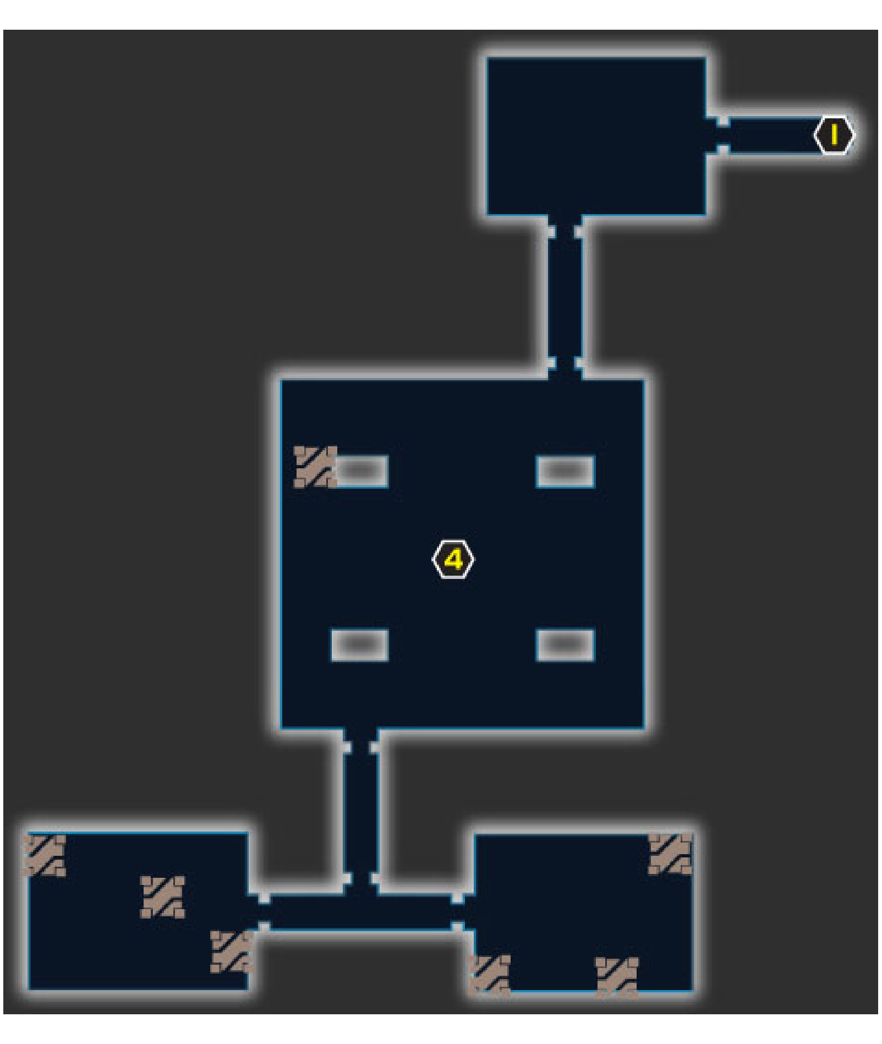
When you fill up 75 percent of your Paragon gauge by earning Paragon points, travel to any system using the Normandy's Galaxy Map to trigger a message from Alliance Command.

A fanatical group of biotics has taken over a medical base on the planet Chohe, and you are tasked with eliminating the biotics while avoiding civilian casualties.

This triggers **UNC: Besieged Base** and its first task, Get to *Medical Base* .

Get to Medical Base





The **science station** (3) that has been overtaken by the biotics is southeast of your insertion point on Chohe. If you plan on exploring the planet's surface at all, watch out for the thresher maw (2) to the west of the station.

Once you're inside the science station, you need to proceed carefully. The goal is to kill all of the biotic terrorists while keeping civilian casualties as low as possible.

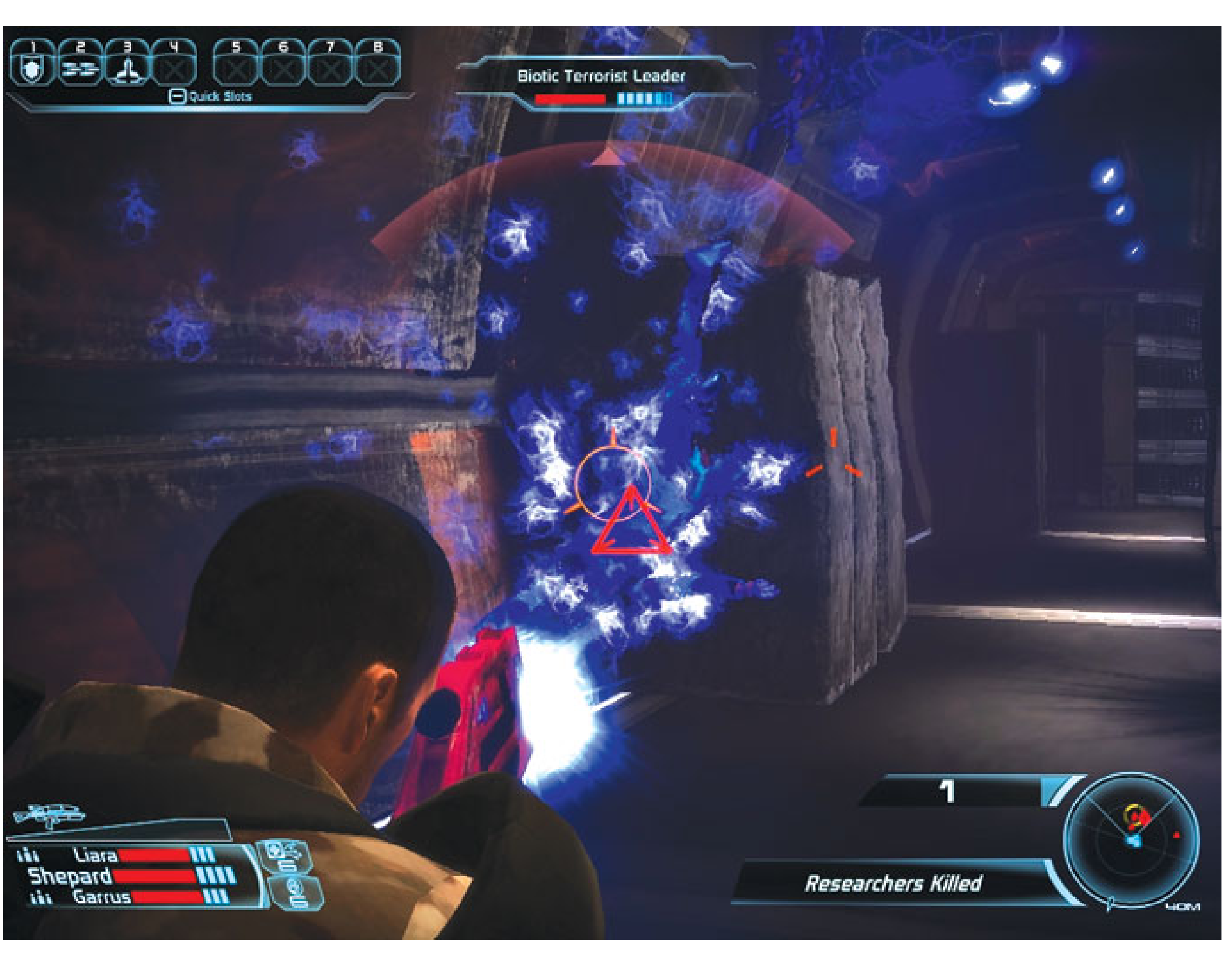
This is complicated by two factors: First, the civilians are remarkably lackadaisical for being caught in the middle of a firefight and will not run for cover when the shooting starts.

Second, there are explosive items littered all around the station, and if a civilian is standing too close to one when it blows, that's it for the unlucky sap.

You need to either lure the terrorists out into the open or rush them and get the job done up close to minimize civilian casualties.

Tip

To distinguish distant biotic terrorists from civilians, pay attention to the color and shape of your targeting reticle. If it's a red triangle, you're aiming at a hostile terrorist. If it's a blue circle, you've got a harmless civilian in your sights.



The biotic terrorist leader is the toughest foe in the station. Take him out ASAP.

Depending on how many civilians are still alive after the terrorists are all dead, you receive one of three messages:

0 Civilians killed :

You've cleared the facility. All of the civilians are safe—though still chattering to themselves and screaming at the garbage cans. "Evolution of humanity," huh? Those biotics didn't seem that different from the other scum you deal with....

1-4 Civilians killed :

You've cleared the facility. Civilian losses were...tolerable. "Evolution of humanity," huh? Those biotics didn't seem that different from the other scum you deal with....

5 Civilians killed :

You've cleared the facility. The "collateral damage" was heavy, but the Alliance does not negotiate with terrorists. "Evolution of humanity," huh? Those biotics didn't seem that different from the other scum you deal with....

Killing all the biotics completes the current task and brings up the next one, *Report to Hackett.*

Report to Hackett

Leave the station, get back in the Mako, and return to the *Normandy* . Access the Galaxy Map to open a channel to Admiral Hackett and inform him that the biotic threat has been neutralized.

This completes the assignment.

UNC: The Negotiation

How to Get It : Must fill 75 percent of Renegade gauge by earning Renegade points, and then travel to any systems

When It Is Available : After completing any of the first four post-Citadel, plot worlds (Noveria, Feros, Virmire, or Therum); cannot be triggered after you go to Ilos

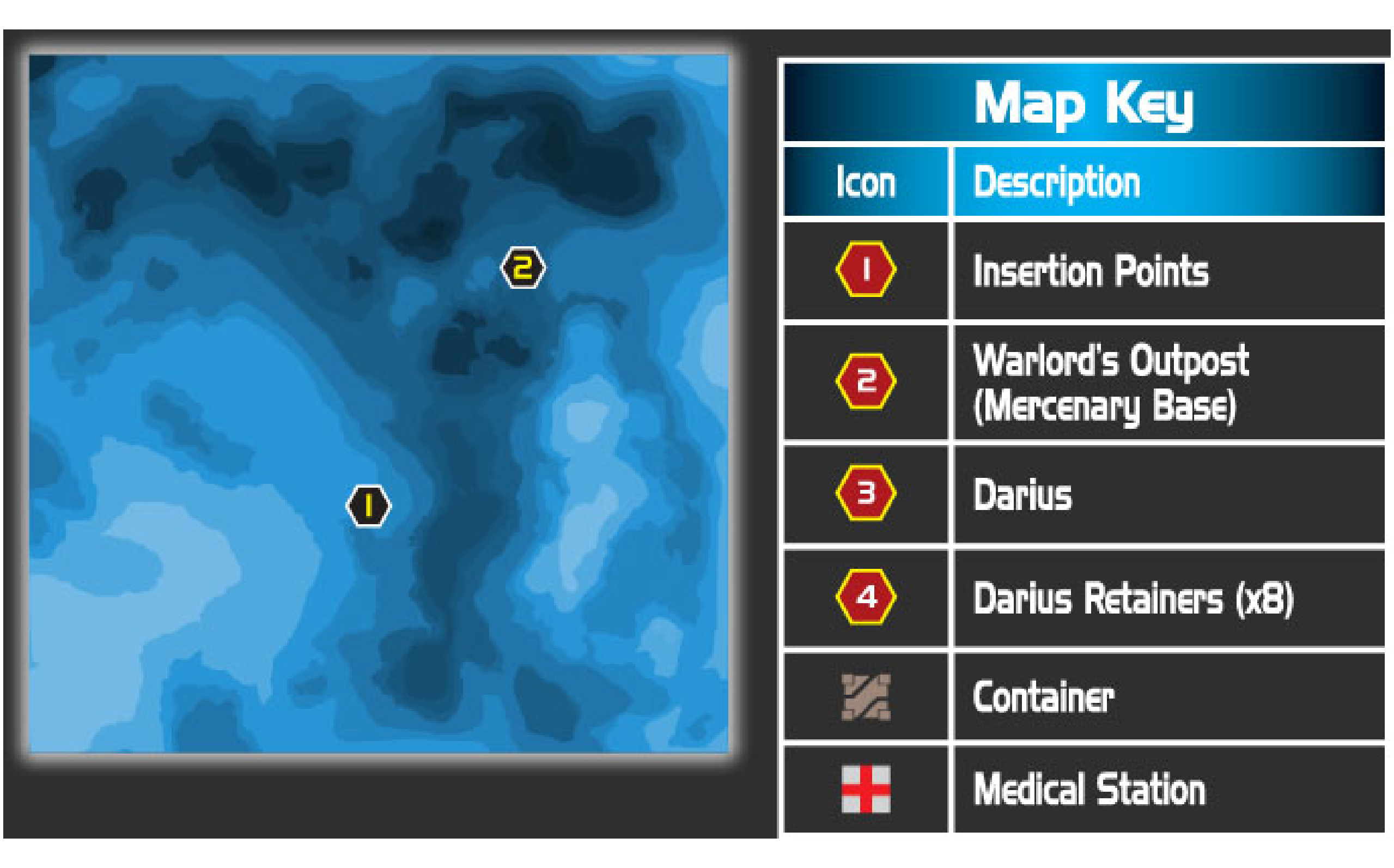
Where It Takes Place : Nonuel, Plutus System, Hades Gamma cluster

Special Notes: None

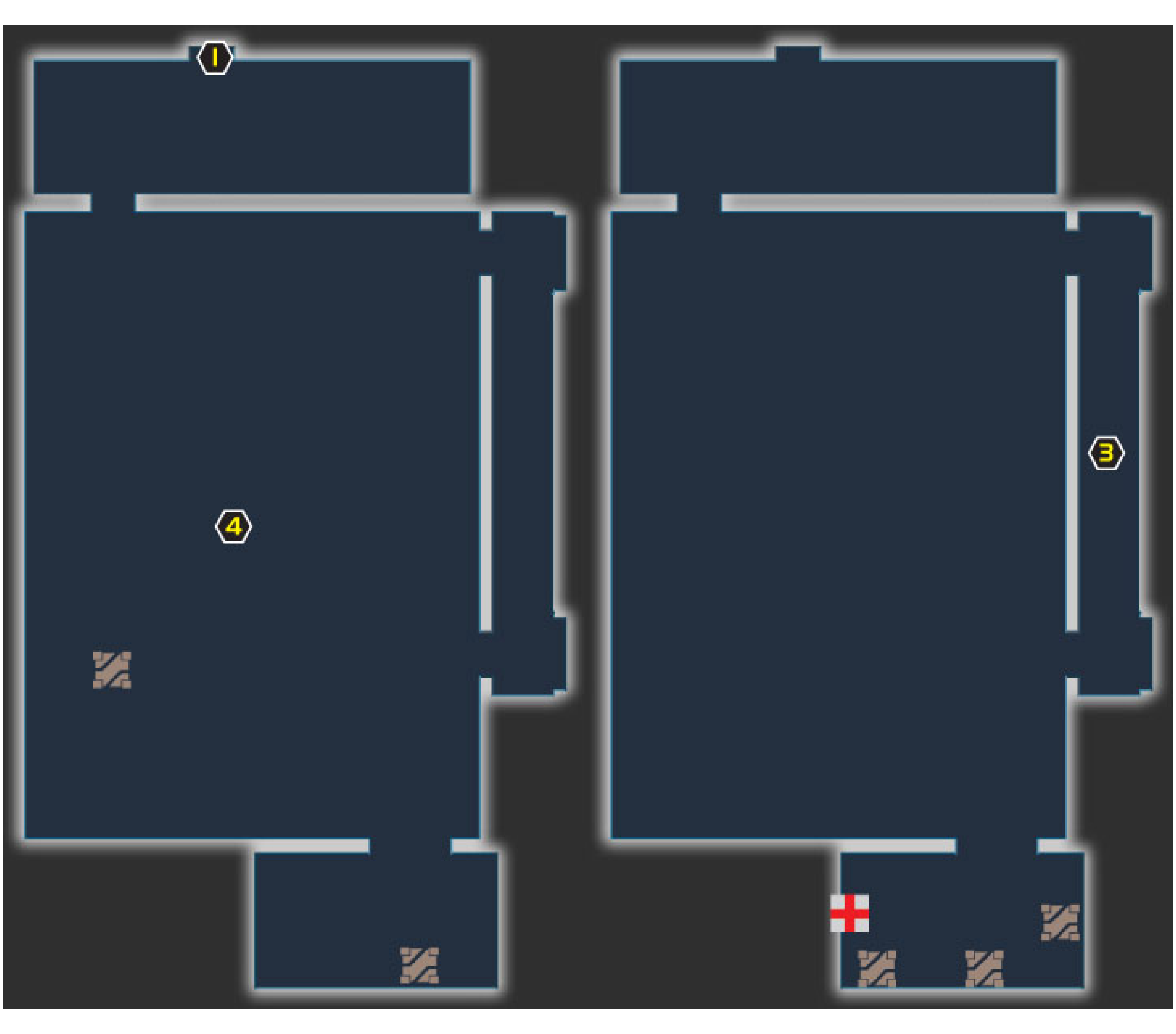
When you fill up 75 percent of your Renegade gauge by earning Renegade points, travel to any system in the galaxy to receive a message from Admiral Hackett. He asks you to negotiate a mining rights treaty with a man named Darius in the Plutus System.

You are authorized to make any financial or diplomatic concessions necessary to seal the deal. Receiving this message triggers **UNC: The Negotiation** and its first task, *Meet Darius.*

Meet Darius



Nonuel Mercenary Base, 1F, Nonuel Mercenary Base, 2F



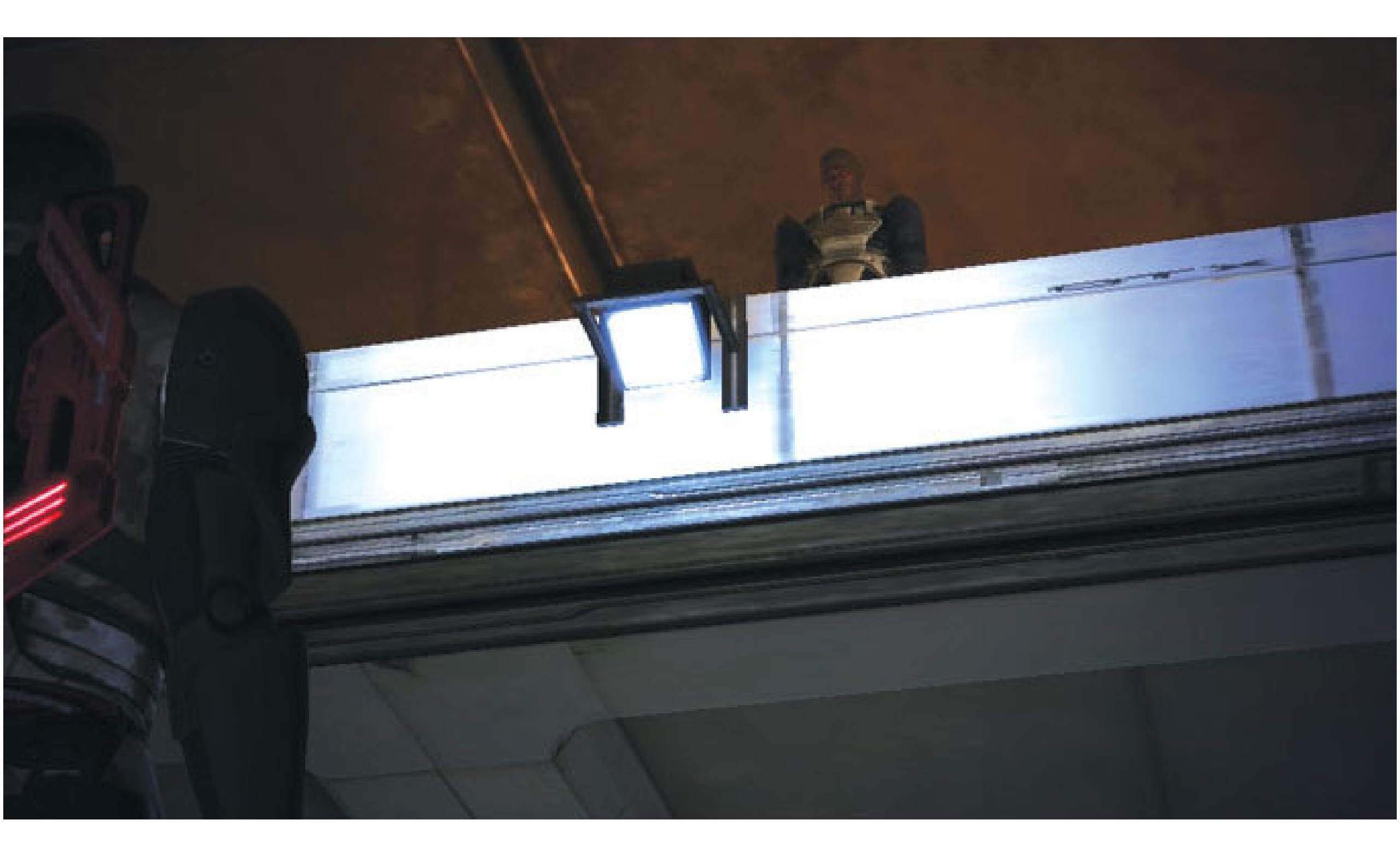
Note

Nonuel's environment is a level 1 hazard, so stick close to the Mako whenever you have to step out into the elements. Even a few seconds' exposure can severely injure your party.

From your insertion point on Nonuel, travel northeast along the valley to reach a **mercenary base** , labeled as "Warlord's Outpost" on your planetary map. Drive over to the mercenary base, park as close as you can to the entrance, exit the Mako, and enter the base.

Darius is on the second-floor balcony of the main room in the base. Approach the eastern side of the first floor to trigger a conversation.

He says that he'd hoped the Alliance would take the negotiation seriously, but obviously that's not the case, since they insulted him by sending a military grunt to show how tough they are.



Darius is not impressed that the Alliance sent you to negotiate.

If you respond to Darius with conciliatory, Paragon responses, he continues talking to you and becomes progressively more demanding and insulting.

However, if you can swallow your pride long enough, you successfully complete the current task and bring up the next one, *Report to Hackett* .

If, however, you are not sufficiently sycophantic for Darius's tastes and lose your cool and insult him (with certain neutral and Renegade responses), it triggers a fight between your squad and Darius and his retainers, who are mercenaries of various races.

Quick Slots
Lord Darius
Liara
Shepard
Garrus
40M

Sometimes the best diplomacy comes from the barrel of a gun.

This can be a tough fight if you're careless. Darius's retainers aren't especially formidable foes, but the battle begins with you surrounded by them in the middle of their base's main room.

Quickly run for cover in a corner of the room where you can't get flanked and return fire. Once Darius and his retainers are no more, the current task is complete, and *Report to Hackett* is triggered.

Note

It is strongly implied that Admiral Hackett wanted you to assassinate Darius and destabilize the region, which is why he sent a Renegade-leaning soldier to conduct such sensitive negotiations.

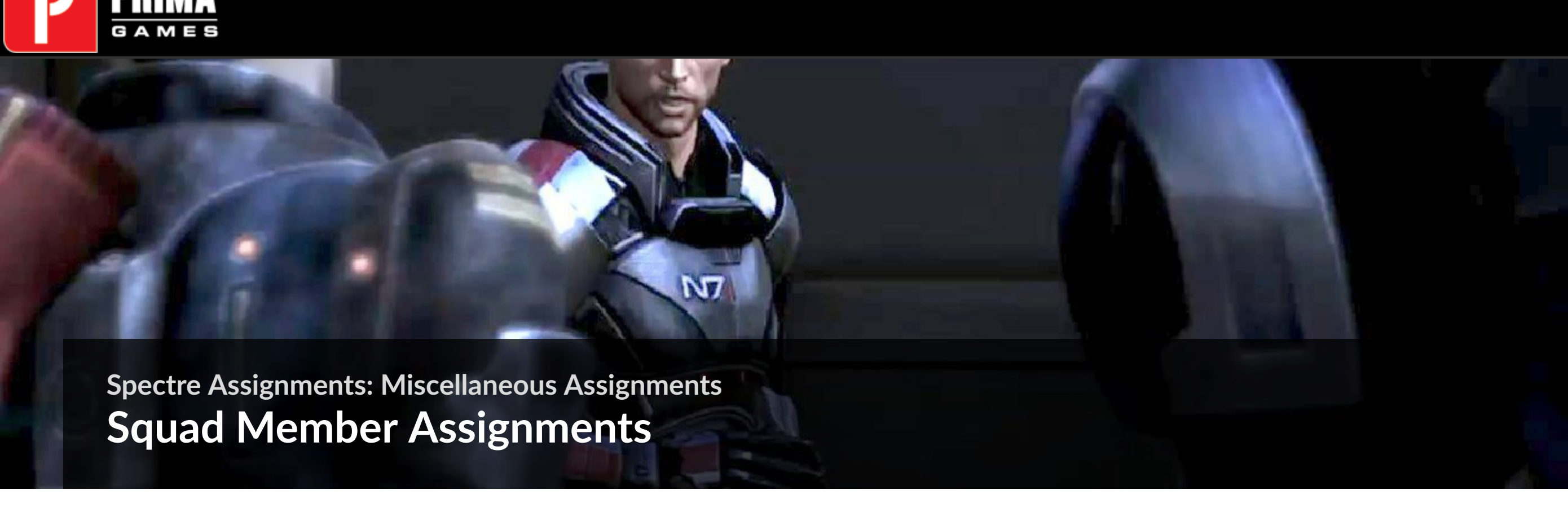
However, the Alliance would never condone giving such an order. As a Spectre, you can't be reprimanded by them, either.

Report to Hackett

In order to leave Darius' base, you must activate a terminal in the southern room on the second floor. Once you leave the base, return to the Normandy via the Mako.

Use the Galaxy Map to open a channel to Admiral Hackett, and inform him that negotiations are complete.

This completes the assignment.



Spectre Assignments: Miscellaneous Assignments

Squad Member Assignments

These three assignments are tied in specifically to your squad members' histories. They are generally triggered by speaking to your squad members on the *Normandy* .

Tali: Tali's Pilgrimage

How to Get It : Complete UNC: Geth Incursions

When It Is Available : After completing UNC: Geth Incursions; cannot be triggered after you go to Ilos

Where It Takes Place : Solcrum, Grissom System, Armstrong Nebula cluster; the *Normandy*

Special Notes: Requires Decryption skill of 1

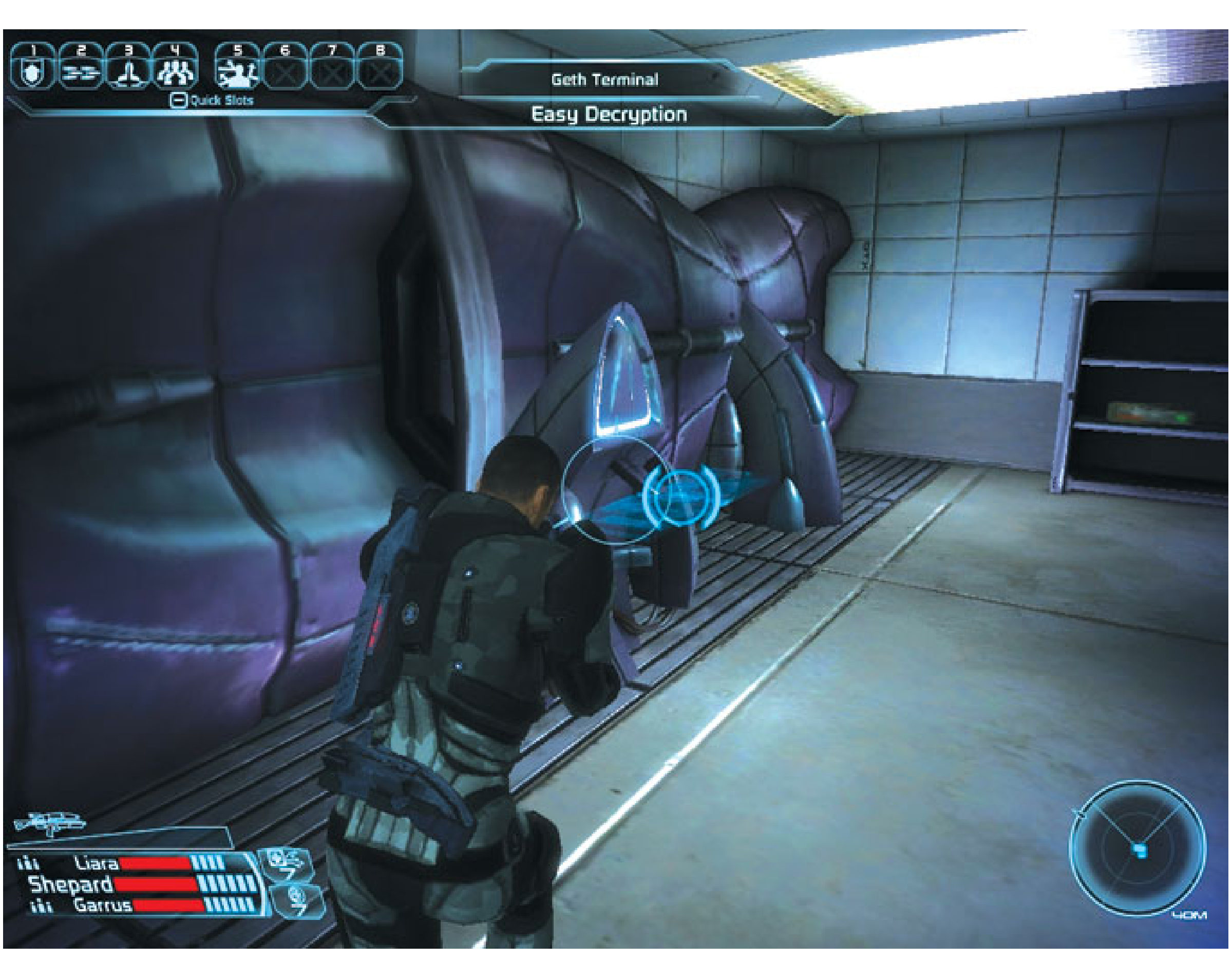
Note

See the previously detailed walkthrough for the UNC: Geth Incursions assignment. Complete that assignment before proceeding with this one.

At the end of **UNC: Geth Incursions** , you have the option to examine a **geth terminal** in the southern room of the geth base. Decrypting this terminal gives you volumes of encrypted information about the evolution of the geth after they rebelled and overthrew their quarian creators.

Tip

If you lack the necessary Decryption Talent to access the geth terminal, leave the base, return to the *Normandy* , and come back down to the surface with a team with higher tech skills.



Decrypt the geth terminal to access information about geth history.

When you return to the *Normandy* , go down to the Engineering level and speak to Tali. She wants to talk to you about the data that you gathered from the geth terminal and uploaded to the Alliance computers.

Specifically, she wants a copy of the data, which would allow her to return to her people's migrant fleet and complete her quarian pilgrimage. She assures you that she will remain with you until your mission to defeat Saren is complete.

Agreeing to let her copy the data completes this assignment, but you do have the option to reject her request.

Garrus: Find Dr. Saleon

How to Get It: Speak to Garrus on the *Normandy* about Dr. Saleon

When It Is Available: After completing three of the first four post-Citadel, plot worlds (Feros, Noveria, Therum, or Virmire) and/or completing three UNC assignments; cannot be triggered after you go to Ilos

Where It Takes Place: MSV Fedele, Herschel System, Kepler Verge cluster

Special Notes: None

After completing three of the first four post-Citadel, plot worlds (Feros, Noveria, Therum or Virmire) speak to Garrus on the Engineering level of the *Normandy* .

You need to have completed three in-depth conversations with Garrus once he is on the *Normandy* .

These can take place right after leaving the Citadel for the first time, after completing any of the four major post-Citadel plot worlds (Feros, Noveria, Therum or Virmire) and/or after completing three or more uncharted world (UNC) assignments.

You need to have completed three in-depth conversations with Garrus once he is on the *Normandy* . These can take place right after leaving the Citadel for the first time, after completing any of the four major post-Citadel plot worlds (Feros, Noveria, Therum or Virmire) and/or after completing three or more uncharted world (UNC) assignments.

Make a "personal inquiry" and follow all available dialogue options to get him talking about one particular assignment he took on as a member of C-Sec.

It involved an investigation into the illicit sale of organs on a wider scale than C-Sec had ever seen before.

All the evidence pointed to a geneticist by the name of Dr. Saleon, who avoided capture by escaping on a shuttle and threatening to kill the hostages he had taken.

Garrus wanted to shoot down the shuttle anyway; C-Sec countermanded the order.

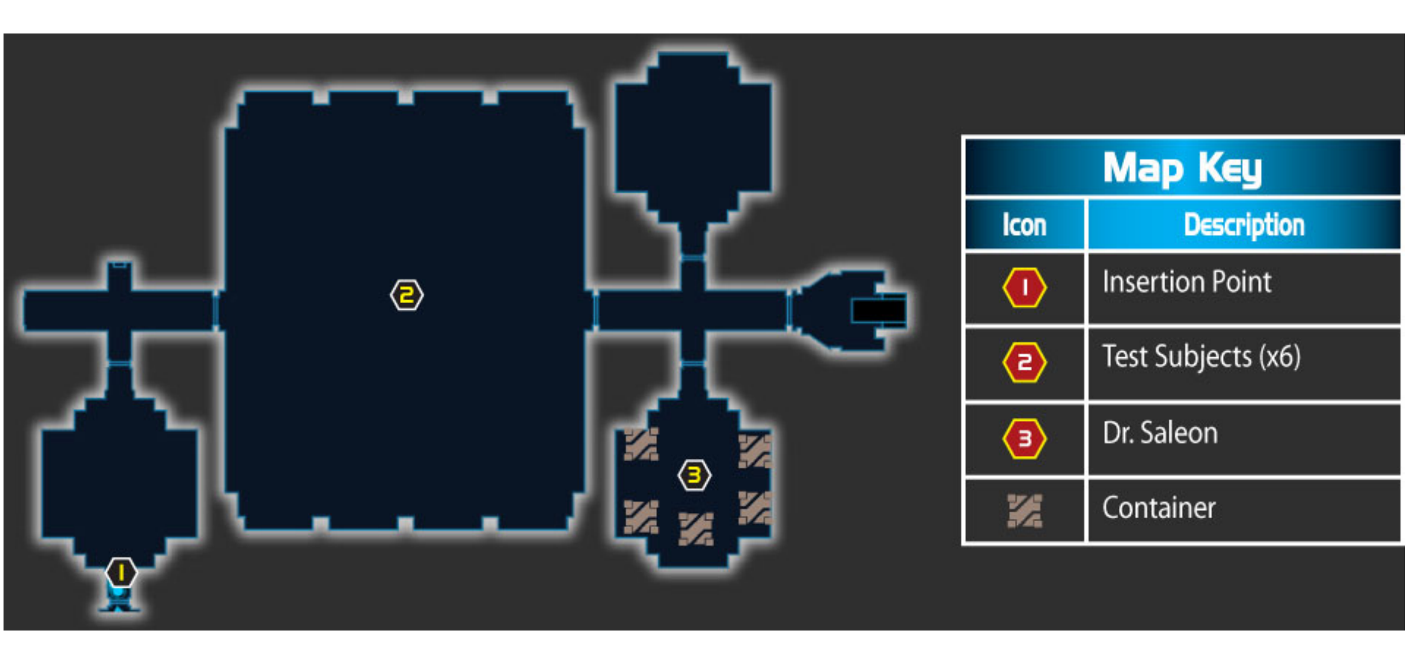
Even after C-Sec and the military lost interest in pursuing Dr. Saleon, Garrus continued to try and find out where Saleon escaped to.

Eventually, he determined that Saleon had changed his name and obtained a new ship, but he couldn't get anyone to check it out.

Ask Garrus for the transponder frequencies of Saleon's new ship to trigger Garrus: Find **Dr. Saleon** and its first task, Head to Coordinates. Garrus's only request is that you take him with you when you go to check it out.

Head to Coordinates

MSV Fedele



Map Key

Icon	Description
1	Insertion Point
2	Test Subjects (x6)
3	Dr. Saleon
▨	Container

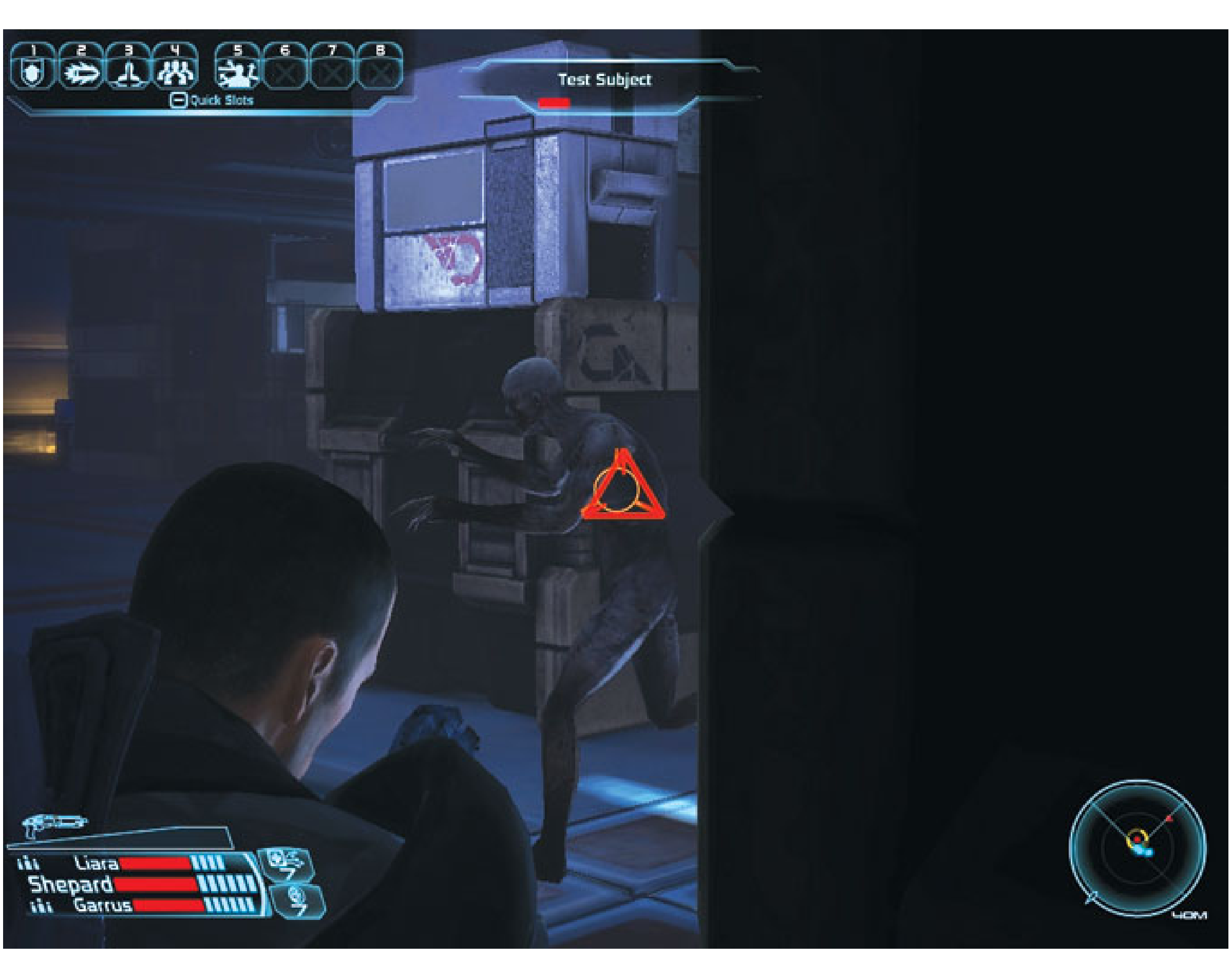
The coordinates that Garrus gives you lead to the Herschel System in the Kepler Verge cluster. Go there to find Dr. Saleon's new vessel, the MSV Fedele. Board the Fedele with a team equipped to fight organic enemies.

Bringing Garrus adds a personal element to the dialogue in this assignment, but it's not essential that you take him with you.

Your enemies are six **test subjects** of Dr. Saleon, and they're all in the main hold of the Fidele. They rush you en masse as soon as you or any member of your squad attacks one, but fortunately, they're not very strong or durable.

They attack weakly with their bare hands and spit toxic chemicals a short distance, but they have no shields whatsoever.

The best way to take them out quickly is to lure them back through the door by which you entered the main hold and pick them off as they follow you.



Put Dr. Saleon's test subjects out of their misery—and yours.

After the test subjects have been destroyed, continue into the southeast chamber of the Fedele to find Dr. Saleon himself, although the salarian denies that's who he is. Garrus recognizes him immediately, though.

You have a couple of dialogue choices to make, but they all lead to the same outcome: Dr. Saleon decides to go down fighting and you have to kill him.

He has no real attacks and no shields, so it shouldn't take more than a few shots to put him down. This completes the assignment.

Note

Although all roads lead to a fight with Dr. Saleon, your responses may help to change Garrus's worldview.

Choosing Paragon responces helps Garrus to value life more, while choosing Renegade responses reinforces Garrus's idea that the guilty must be punished, no matter what.

Wrex: Family Armor

How to Get It: Speak to Wrex on the Normandy about his family's armor

When It Is Available: After completing three of the first four post-Citadel, plot worlds (Feros, Noveria, Therum or Virmire) and/or completing three UNC assignments; cannot be triggered after you go to Ilos

Where It Takes Place: Tuntau, Phoenix System, Argus Rho cluster

Special Notes: Need a Decryption skill of 1

After completing any of the first three post-Citadel, plot worlds (Feros, Noveria, or Therum), speak to Wrex on the Engineering level of the *Normandy* .

You need to have completed three in-depth conversations with Garrus once he is on the *Normandy* .

These can take place right after leaving the Citadel for the first time, after completing any of the four major post-Citadel plot worlds (Feros, Noveria, Therum or Virmire) and/or after completing three or more uncharted world (UNC) assignments.

You specifically need to select the "Family" option to hear about Wrex's father, and select it again to hear about Wrex's grandfather.

Follow all available dialogue options to hear about an ancestral suit of armor that is now in the possession of an amoral turian collector named Tonn Actus.

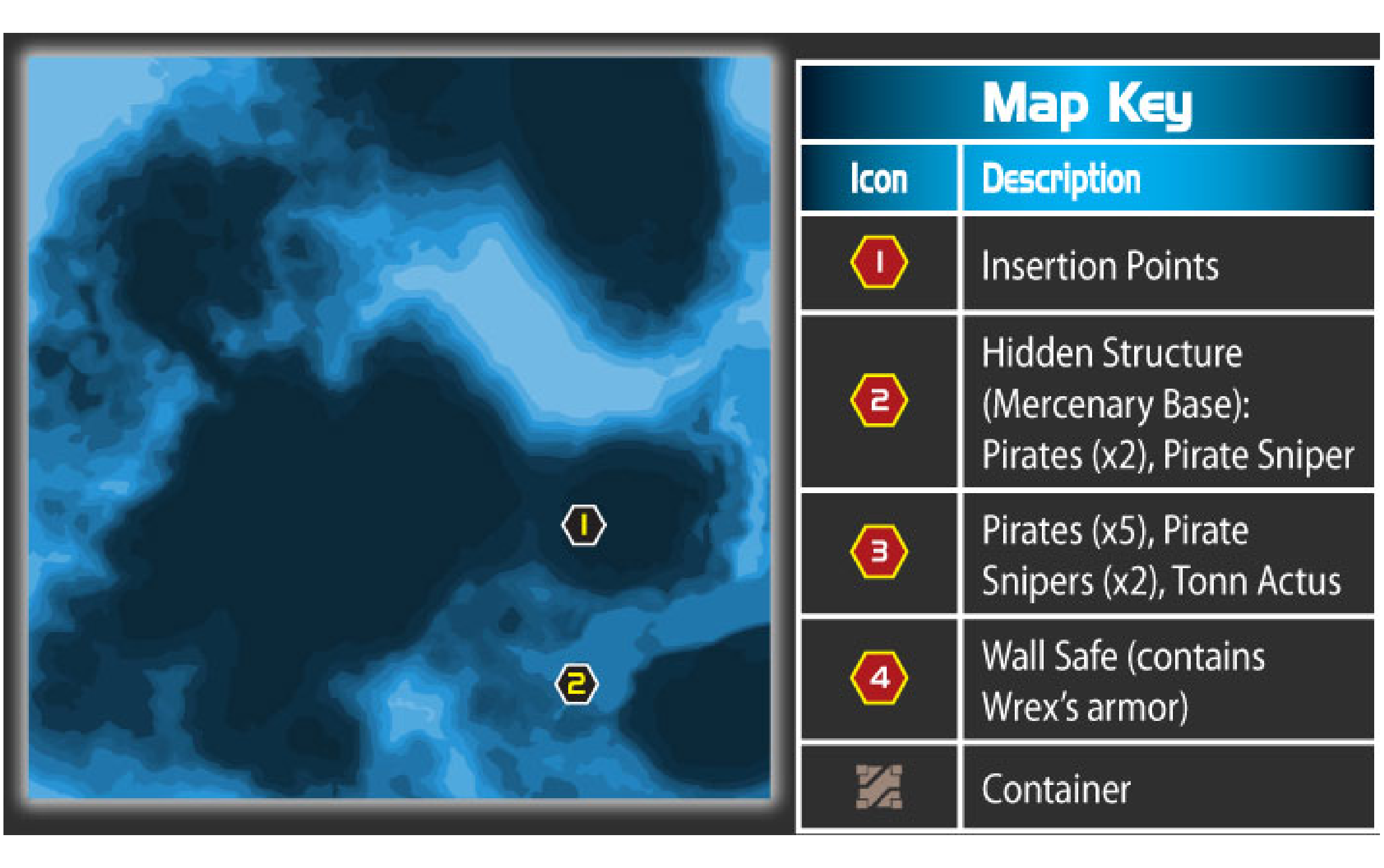
Wrex wants that suit of armor back. Agree to help him recover it to trigger **Wrex: Family Armor** , and its first task, *Find Wrex's Armor.*

Note

You can also trigger this assignment by heading to Tuntau directly after leaving the Citadel for the first time. The assignment is triggered as soon as you enter the mercenary base on Tuntau, but only is Wrex is in the party.

Find Wrex's Armor

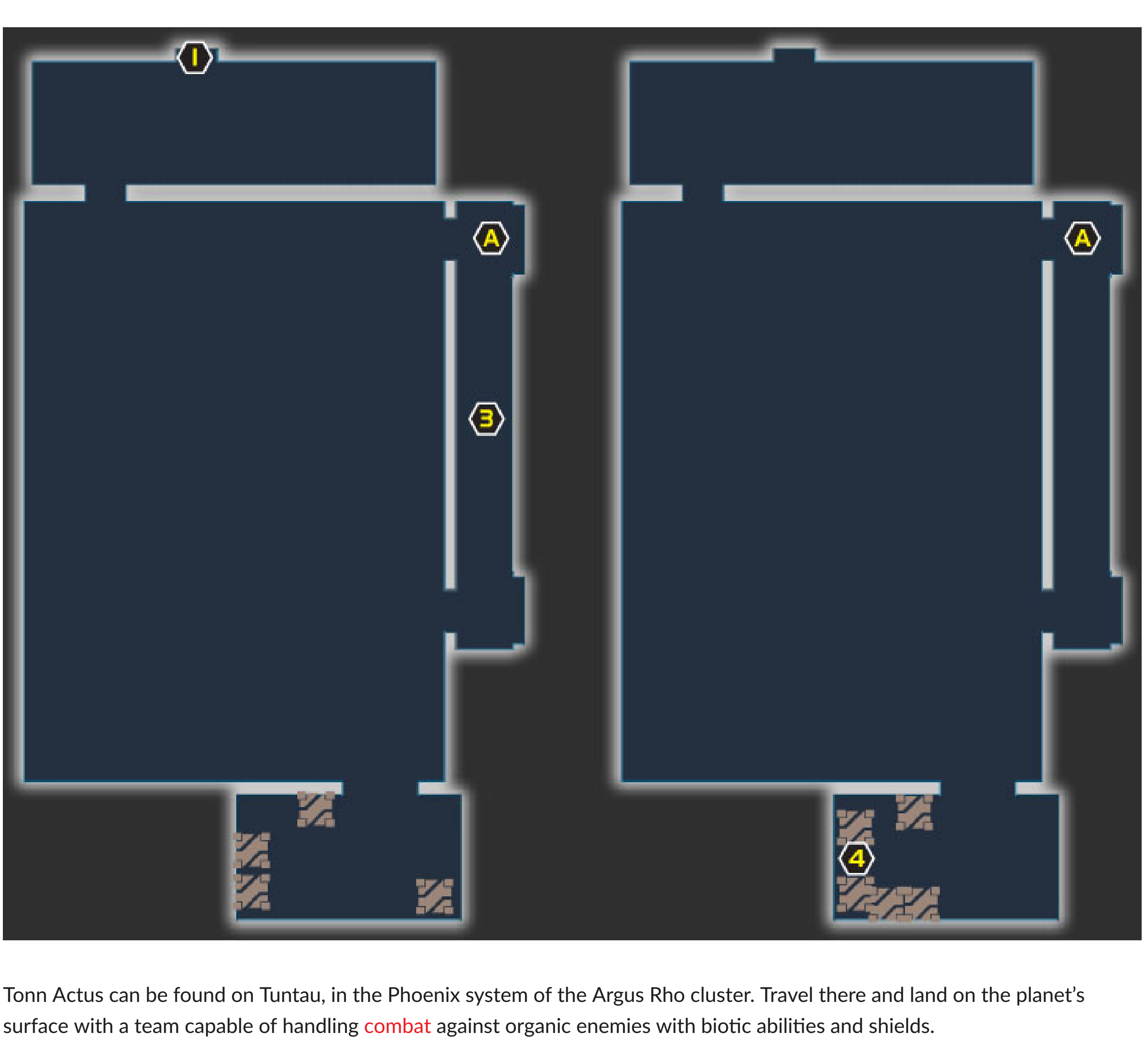
Tuntau



Map Key

Icon	Description
1	Insertion Points
2	Hidden Structure (Mercenary Base): Pirates (x2), Pirate Sniper
3	Pirates (x5), Pirate Snipers (x2), Tonn Actus
4	Wall Safe (contains Wrex's armor)
▨	Container

Tuntau Mercenary Base, 1F, Tuntau Mercenary Base, 2F



Tonn Actus can be found on Tuntau, in the Phoenix system of the Argus Rho cluster. Travel there and land on the planet's surface with a team capable of handling combat against organic enemies with biotic abilities and shields.

Note

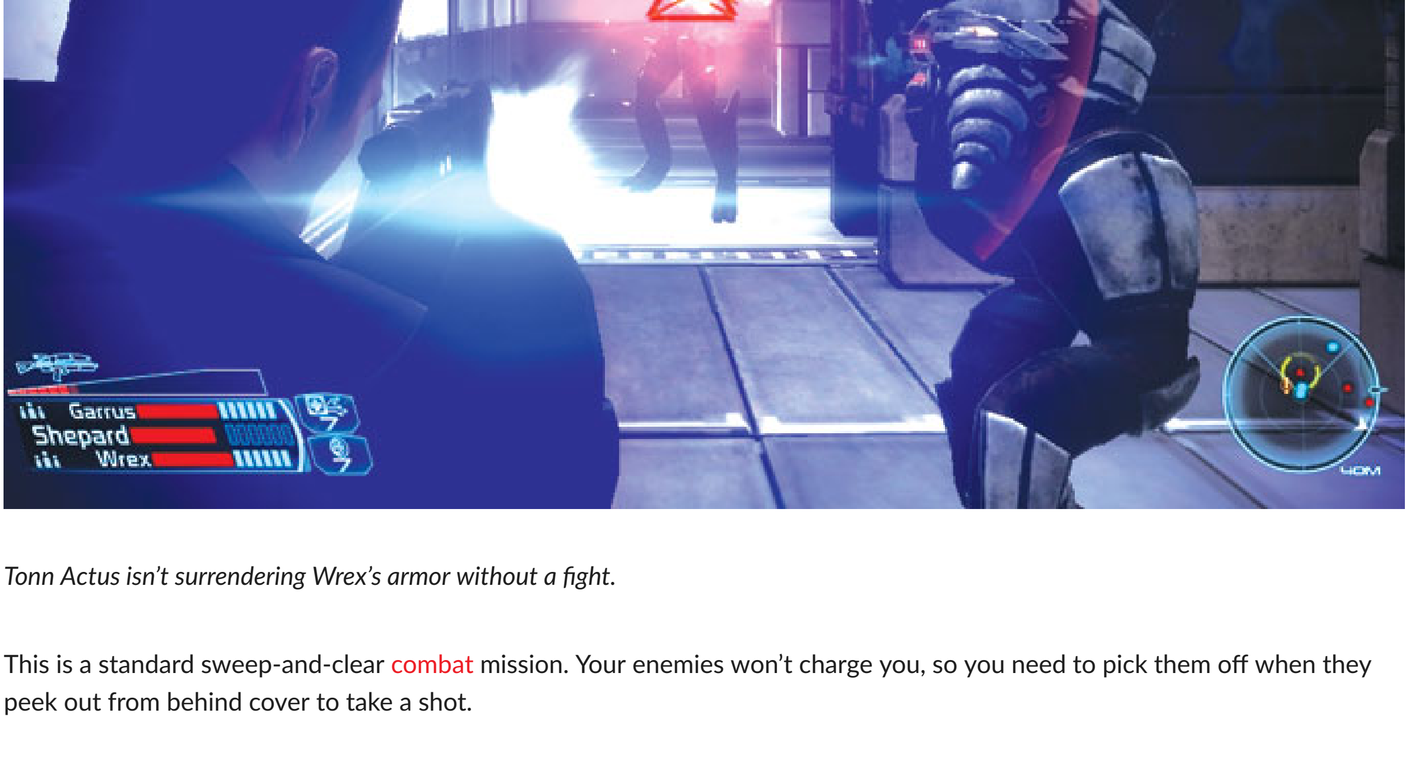
You can bring Wrex on this mission if you'd like, but it's not necessary to do so. You need someone in your squad with a Decryption Talent, though.

Your planetary map indicates the presence of a "hidden structure" due south of your insertion point. This is the mercenary base where Wrex's armor is being held.

The base is defended by two pirates and a pirate sniper, who shouldn't be much of a match for the Mako's cannon. Kill them all, then enter the base.

As soon as you enter, Wrex knows that this is the place. His armor is here somewhere. But before you can get to it, you must fight through seven pirates and pirate snipers (as well as Tonn Actus himself) in the main room.

All of them start out on the second-floor balcony and rush downstairs as soon as you start shooting.



Tonn Actus isn't surrendering Wrex's armor without a fight.

This is a standard sweep-and-clear combat mission. Your enemies won't charge you, so you need to pick them off when they peek out from behind cover to take a shot.

Lift and Throw are excellent biotic abilities to use in this battle, as they pull enemies away from their secure hiding places.

Tip

Another great strategy is to target the fuel tanks in the northeast corner of the second floor and blow them up to damage or kill all enemines on the balcony. The overload ability is extremely helpful in this situation.

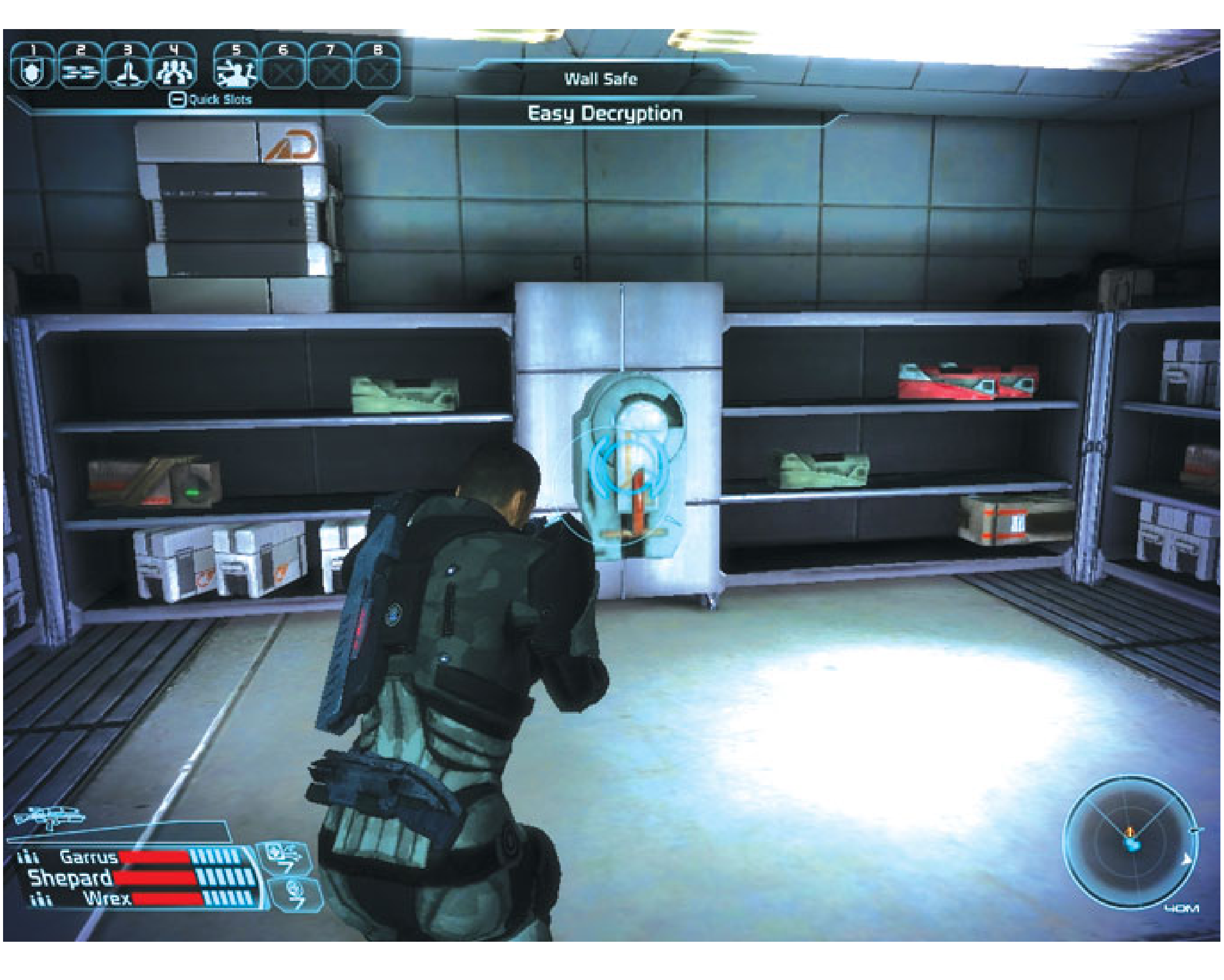
When the battle is won, head up to the second floor and open the wall safe in the southern room to recover Wrex's armor. Leave the base, get back in the Mako and return to the *Normandy* .

If Wrex was in your party when you found the armor, the assignment is complete. If he wasn't, find Wrex in his usual spot on the Engineering level and return his family armor to him to complete the assignment.

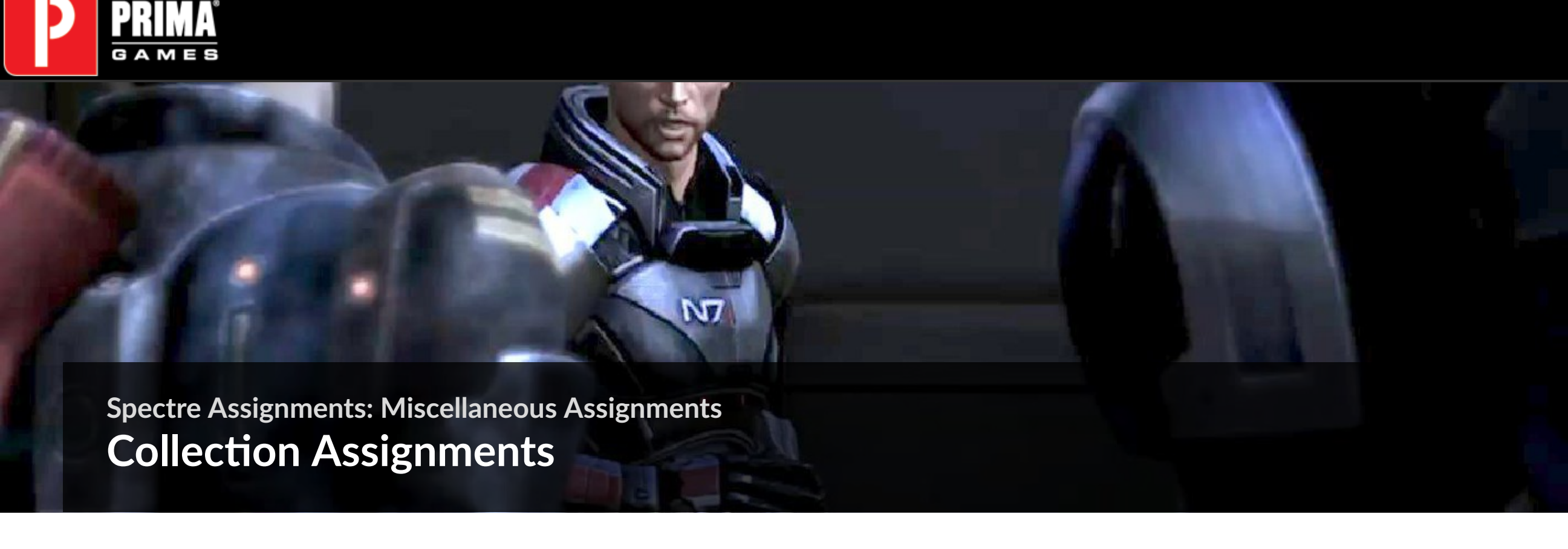
Note

If you lack the necessary Decryption skill to open the wall safe, go back to the *Normandy* and return with a team member who can open it.

If none of your team members currently can, return to Tuntau later on after you've had a chance to level up and increase your Decryption Talent.



Wrex's family armor is in a wall safe on the second floor of the mercenary base.



Spectre Assignments: Miscellaneous Assignments

Collection Assignments

These five assignments require you to explore the uncharted worlds of the galaxy and search for items of value. Some of these items can be found from surveying a planet from orbit, while others require you to land on the planet's surface and physically search for them.

Tip

If you are unable to view a specific system of planets or cluster of systems, it might be because that system or cluster is not yet available to you. Try looking for it again after completing your next main plot mission.

When you land on the surface of a planet, there are usually several areas of interest labeled on your in-game planetary surface map. These areas are almost always directly related to a collection assignment or other UNC assignment.

However, there are often other areas and items of importance that are not labeled on the surface map. The only way to find these is to explore the surface of the planet in the Mako and keep an eye on your radar, which will indicate the locations of these areas and items as you pass near them.

Note

If you don't feel like scanning and driving around every single planet in the galaxy, you can refer to the Planetary Database section of this guide to see all 29 surface maps completely labeled, as well as full details on which planets you can land on and which you can only scan from orbit.

UNC: Locate Signs of Battle

How to Get It: Find your first League Medallion or Salarian ID Tag on any uncharted world

When It Is Available: As soon as you leave the Citadel in the Normandy and can access the Galaxy Map; cannot be triggered after you go to Ilos

Where It Takes Place: Across dozens of uncharted worlds

Special Notes: Some planets and systems are not available until you have triggered or completed certain missions or assignments

There are 12 League of One medallions and 4 salarian ID tags scattered across the uncharted worlds. They are silent reminders of turbulent times.

League of One Medallions

Location (Cluster > System > Planet)	How to Get	When Available
Horse Head Nebula > Strenuus > Yunthorl	Survey	After first Citadel visit
Artemis Tau > Knossos > Carbonaceous Asteroid	Survey	After first Citadel visit
Hades Gamma > Plutus > Nonuel	Land	After first Citadel visit
Hades Gamma > Dis > Klensal	Land	After second Citadel visit, must have triggered UNC: Hostile Takeover
Attican Beta > Hercules > Syided	Survey	After first Citadel visit
Voyager > Columbia > Gromar	Survey	After first Citadel visit
Hawking Eta > Century > Theropto	Survey	After first Citadel visit
Armstrong Nebula > Tereshkova > Carbonaceous Asteroid	Survey	After first Citadel visit
Armstrong Nebula > Grissom > Benda	Survey	After first Citadel visit
Armstrong Nebula > Gagarin > Rayingri	Land	After first Citadel visit
Gemini Sigma > Ming > Altanorch	Survey	After completing Noveria
Styx Theta > Erebus > Nepmos	Land	After completing Noveria

Salarian ID Tags

Location (Cluster > System > Planet)	How to Get	When Available
Artemis Tau > Sparta > Edolus	Land	After first Citadel visit
Gemini Sigma > Han > Mavigon	Land	After second Citadel visit, must have triggered UNC: Hostile Takeover
Voyager > Columbia > Nepheron	Land	After completing UNC: Missing Marines and UNC: Cerberus
Armstrong Nebula > Hong > Casbin	Land	After first Citadel visit

UNC: Turian Insignias

How to Get It: Find your first turian insignia on any uncharted world

When It Is Available: As soon as you leave the Citadel in the Normandy and can access the Galaxy Map; cannot be triggered after you go to Ilos

Where It Takes Place: Across dozens of uncharted worlds

Special Notes: None

There are 17 turian insignias to be found on the uncharted worlds of the galaxy. Collect at least 13 of them to complete this assignment.

Location (Cluster > System > Planet)	How to Get	When Available
Horse Head Nebula > Strenuus > Xawin	Land	After first Citadel visit
Artemis Tau > Athens > Pharos	Survey	After first Citadel visit
Hades Gamma > Antaeus > Trebin	Land	After first Citadel visit
Voyager > Amazon > Agebinium	Land	After first Citadel visit
Voyager > Amazon > Sybin	Survey	After first Citadel visit
Hawking Eta > Century > Presrop	Land	After first Citadel visit
Kepler Verge > Newton > Ontarom	Land	After first Citadel visit
Armstrong Nebula > Vamshi > Pregel	Survey	After first Citadel visit
Armstrong Nebula > Vamshi > Maji	Land	After first Citadel visit
Styx Theta > Archeron > Carbonaceous Asteroid	Survey	After completing Noveria
Hades Gamma > Dis > Raysha	Survey	After first Citadel visit; must have triggered UNC: Hostile Takeover
Horse Head Nebula > Fortuna > Malganlis	Survey	After first Citadel visit; must have completed UNC: Hostile Takeover
Horse Head Nebula > Fortuna > Amaranthine	Land	After first Citadel visit; must have killed both crime lors in UNC: Hostile Takeover
Argus Rho > Hydra > Metgos	Land	After first Citadel visit
Argus Rho > Hydra > Canrum	Survey	After first Citadel visit
Maroon Sea > Caspian > Antida	Survey	After completing Feros
Maroon Sea > Vostok > Nodacrux	Land	After completing Feros

UNC: Valuable Minerals

How to Get It: Survey your first mineral deposit on any uncharted world

When It Is Available: As soon as you leave the Citadel in the *Normandy* and can access the Galaxy Map; cannot be triggered after you go to Ilos

Where It Takes Place: Across dozens of uncharted worlds

Special Notes: Some planets and systems are not available until you have triggered or completed certain missions or assignments

Natural resources are the key to the survival and success of any species, and humanity is no exception. There are four categories of valuable mineral deposits that you need to survey to complete this assignment:

Light metals (need 20; 34 to be found)

Rare elements (need 20; 36 to be found)

Heavy metals (need 20; 34 to be found)

Gas deposits (need 6; 10 to be found)

Light Metals

(Lithium, Magnesium, Titanium, Beryillium, Cobalt)

Location (Cluster > System > Planet)	How to Get
Artemis Tau > Sparta> Edolus	Land
Hades Gamma > Dis > Metallic Asteroid	Survey
Argos Rho > Phoenix > Tuntau	Land
Armstrong Nebula > Hong > Treagir	Survey
Armstrong Nebula > Tereshkova > Antibaar	Land
Artemis Tau > Macedon > Sharjila	Land
Hades Gamma > Farinata > Rocky Asteroid	Survey
Styx Theta > Acheron > Grosalgen	Survey
Voyager > Amazon > Agebinium	Land
Maroon Sea > Matano > Supay	Survey
Armstrong Nebula > Tereshkova > Antibaar	Land
Armstrong Nebula > Grissom > Solcrum	Land
Armstrong Nebula > Vamshi > Maji	Land
Artemis Tau > Macedon > Metallic Asteroid	Survey
Gemini Sigma > Ming > Parag	Survey
Hades Gamma > Plutus > Nonuel	Land
Hades Gamma > Dis > Nearrum	Survey
Styx Theta > Erebus > Nepmos	Land
Armstrong Nebula > Gagarin > Rayingri	Land
Gemini Sigma > Han > Patatanlis	Survey
Hades Gamma > Dis > Klensal	Land
Voyager > Yangtze > Dregir	Survey
Voyager > Amazon > Agebinium	Land
Voyager > Columbia > Nepheron	Land
Maroon Sea > Matano > Chasca	Land
Armstrong Nebula > Grissom > Zaherux	Survey
Armstrong Nebula > Vamshi > Maji	Land
Horse Head Nebula > Strenuus > Xawin	Land
Gemini Sigma > Han > Mavigon	Land
Argos Rho > Phoenix > Vebinok	Survey
Attican Beta > Thesus > Quana	Survey
Hawking Eta > Century > Canctra	Survey
Maroon Sea > Vostok > Nodacrux	Land
Armstrong Nebula > Gagarin > Antirumgon	Survey

Rare Elements

(Plutonium, Uranium, Thorium, Polonium, Samarium)

Location (Cluster > System > Planet)	How to Get
Horse Head Nebula > Fortuna > Therumlon	Survey
Artemis Tau > Sparta > Alsages	Survey
Hades Gamma > Cacus > Chohe	Land
Hades Gamma > Antaeus > Trebin	Land
Maroon Sea > Matano > Chasca	Land
Horse Head Nebula > Fortuna > Amaranthine	Land
Artemis Tau > Macedon > Sharjila	Land
Hades Gamma > Plutus > Mingito	Survey
Hades Gamma > Antaeus > Trebin	Land
Hades Gamma > Antaeus > Vemal	Survey
Styx Theta > Erebus > Nepmos	Land
Voyager > Yangtze > Binthu	Land
Hawking Eta > Century > Presrop	Land
Armstrong Nebula > Hong > Casbin	Land
Armstrong Nebula > Grissom > Solcrum	Land
Horse Head Nebula > Fortuna > Amaranthine	Land
Artemis Tau > Macedon > Sharjila	Land
Hades Gamma > Farinata > Nepneu	Survey
Argos Rho > Hydra > Metgos	Land
Voyager > Yangtze > Patajiri	Survey
Voyager > Columbia > Nepheron	Land
Armstrong Nebula > Grissom > Solcrum	Land
Armstrong Nebula > Gagarin > Rayingri	Land
Armstrong Nebula > Vamshi > Maji	Land
Artemis Tau > Sparta > Edolus	Land
Hades Gamma > Cacus > Faringor	Survey
Voyager > Amazon > Sonedma	Survey
Armstrong Nebula > Grissom > Rocky Asteriod	Survey
Armstrong Nebula > Gagarin > Rayingri	Land
Hades Gamma > Plutus > Clocrolis	Survey
Hades Gamma > Plutus > Nonuel	Land
Styx Theta > Acheron > Altahe	Land
Argos Rho > Phoenix > Patashi	Survey
Voyager > Amazon > Agebinium	Land
Voyager > Columbia > Ontaheter	Survey
Armstrong Nebula > Hong > Casbin	Land

Heavy Metals

Platinum, Gold, Iridium, Mercury, Palladium

Location (Cluster > System > Planet)	How to Get
Artemis Tau > Knossos > Metallic Asteroid	Survey
Hades Gamma > Dis > Klensal	Land
Styx Theta > Erebus > Quaji	Survey
Voyager > Columbia > Nepheron	Land
Maroon Sea > Matano > Metallic Asteroid	Survey
Kepler Verge > Herschel > Rocky Asteroid	Survey
Gemini Sigma > Han > Mavigon	Land
Styx Theta > Acheron > Altahe	Land
Attican Beta > Hercules > Eletania	Land
Attican Beta > Hercules > Zatorus	Survey
Hawking Eta > Century > Presrop	Land
Maroon Sea > Caspian > Farnuri	Survey
Maroon Sea > Vostok > Nodacrux	Land
Kepler Verge > Newton > Ontarom	Land
Armstrong Nebula > Hong > Casbin	Land
Horse Head Nebula > Fortuna > Amaranthine	Land
Horse Head Nebula > Strenuus > Xawin	Land
Maroon Sea > Caspian > Clotanca	Survey
Armstrong Nebula > Tereshkova > Patamalrus	Survey
Hades Gamma > Cacus > Zayarter	Survey
Hades Gamma > Cacus > Chohe	Land
Argos Rho > Hydra > Metgos	Land
Argos Rho > Phoenix > Tuntau	Land
Armstrong Nebula > Tereshkova > Antibaar	Land
Armstrong Nebula > Tereshkova > Thegeuse	Survey
Horse Head Nebula > Strenuus > Xawin	Land
Artemis Tau > Sparta > Edolus	Land
Styx Theta > Erebus > Nepmos	Land
Attican Beta > Hercules > Eletania	Land
Voyager > Yangtze > Binthu	Land
Hawking Eta > Century > Metallic Asteroid	Survey
Maroon Sea > Vostok > Metallic Asteroid	Survey
Maroon Sea > Matano > Chasca	Land
Kepler Verge > Newton > Ontarom	Land

Gas Deposits

Helium-3, Hydrogen, Nitrogen, Oxygen, Xenon

Location (Cluster > System > Planet)	How to Get
Horse Head Nebula > Strenuus > Antitarra	Survey
Artemis Tau > Athens > Circe	Survey
Argos Rho > Hydra > Syba	Survey
Artemis Tau > Sparta > Ontamalca	Survey
Hades Gamma > Antaeus > Edmos	Survey
Kepler Verge > Newton > Juncro	Survey
Artemis Tau > Knossos > Archanes	Survey
Voyager > Amazon > Tremar	Survey
Artemis Tau > Athens > Proteus	Survey
Artemis Tau > Macedon > Fargeluse	Survey

UNC: Prothean Data Discs

How to Get It: Find your first Prothean artifact on any uncharted world

When It Is Available: As soon as you leave the Citadel in the Normandy and can access the Galaxy Map; cannot be triggered after you go to Ilos

Where It Takes Place: Across dozens of uncharted worlds

Special Notes

Some planets and systems are not available until you have triggered or completed certain missions or assignments.

The Protheans are the long-extinct race credited with the creation of mass effect technology.

Little is known about them, which makes the recovery of these Prothean artifacts an important priority.

Prothean Data Disks

Location (Cluster > System > Planet)	How to Get	When Available
Artemis Tau > Sparta > Asteroid Cluster	Survey	After first Citadel visit
Hades Gamma > Farinata > Juntauma	Survey	After first Citadel visit
Styx Theta > Erebus > Wermani	Survey	After completing Noveria
Argos Rho > Phoenix > Asteroid	Survey	After first Citadel visit
Attican Beta > Theseus > Sharring	Survey	After first Citadel visit
Voyager > Yangtze > Binthu	Land	After completing UNC: Missing Marines
Voyager > Yangtze > Alumter	Survey	After completing UNC: Missing Marines
Maroon Sea > Matano > Chasca	Land	After completing Feros
Maroon Sea > Matano > Rocky Asteroid	Survey	After completing Feros
Armstrong Nebula > Tereshkova > Antibaar	Land	After first Citadel visit

UNC: Asari Writings

How to Get It: Find your first asari writings on any uncharted world

When It Is Available: As soon as you leave the Citadel in the Normandy and can access the Galaxy Map; cannot be triggered after you go to Ilos

Where It Takes Place: Across dozens of uncharted worlds

Special Notes: Some planets and systems are not available until you have triggered or completed certain missions or assignments

The writings of the asari matriarchs contain wisdom handed down from beings who enjoy much greater longevity than even the longest-lived humans.

Collecting the written works of these respected figures speaks highly of your pursuit of knowledge.

Location (Cluster > System > Planet)	How to Get	When Available
Horse Head Nebula > Pax > Veles	Survey	After first Citadel visit
Artemis Tau > Macedon > Sharjila	Land	After first Citadel visit
Artemis Tau > Macedon > Porolan	Survey	After first Citadel visit
The Kepler Verge > Newton > Klencory	Survey	After first Citadel visit
Armstrong Nebula > Hong > Matar	Survey	After first Citadel visit
Armstrong Nebula > Grissom > Solcrum	Land	Completing Geth Incursion side quest
Armstrong Nebula > Gagarin > Junthor	Survey	After first Citadel visit
Hades Gamma > Plutus > Nonuel	Land	Reaching 75% in either Paragon or Renegade
Hades Gamma > Cacus > Chohe	Land	Reaching 75% in either Paragon or Renegade
Hades Gamma > Antaeus > Ploba	Survey	After first Citadel visit
Gemini Sigma > Han > Paravin	Survey	Hostile Takeover side quest
Styx Theta > Archeron > Altahe	Land	After completing Noveria
Argus Rho > Phoenix > Tuntau	Land	After first Citadel visit
Maroon Sea > Vostok > Pataiton	Survey	After completing Feros